

**TWO
GAMES IN
ONE
GUIDE**

METROID[®]

P R I M E

METROID[®]

F U S I O N

This game has received the following rating from the ESRB



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GAME BOY ADVANCE

EVERYONE





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PRIMA'S OFFICIAL STRATEGY GUIDE

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ISBN: 0-7615-3959-X

Library of Congress Catalog Card Number: 2002114062

Printed in the United States of America

02 03 04 XX 10 9 8 7 6 5 4 3 2 1

Acknowledgments

Prima Games and the authors would like to extend heart-felt thanks and appreciation to our friends at Nintendo of America for their assistance: Edward A. Ridgeway, Scott Callahan, Robert Fuller II, Jeff Olsen, Michael Leslie, Stephen Ward, Cammy Budd, and Amanda Bowes



The Hunter Returns

It's been a long time since we last adventured with Samus Aran, but she's back and better than ever. Not only do you find her starring in *Metroid Prime* for the Nintendo GameCube, but also in *Metroid Fusion* for the Game Boy Advance. Both of these massive games push your skills to the limit as you deal with the terrifying Metroid threat and those who would seize the Metroid's horrific powers for their very own. Fear not, devoted gamer. We're here to help you every step of the way.

Contained within this guide is everything you need to know about both *Metroid Prime* and *Metroid Fusion*. We walk you through both games with maps, full walkthroughs, surefire boss strategy, and lots more.

Both games allow you a great deal of freedom to explore on your own and discover the many hidden secrets tucked within both worlds. There's no specific way in which either game must be played to guarantee your success, but there are things you need to know that will make your adventures much easier and turn you into a one-person parasite-pulverizing machine. We've customized this book to give you as little or as much help as you like. Maybe you've already played through both games and you're just wondering what you've missed. Maybe you need a push in the right direction. Either way, you'll find exactly what you need in the pages to come. Every upgrade, power-up, secret passage, map, and bit of data you'll need is at your disposal. How you choose to use them is up to you.

The time for talk is over. Evil waits and the darkness grows ever stronger. It's time to charge your weapons and strap on your Power Suit. The hunter has returned, and the parasites are going to pay.

The Basics of Metroid Prime

SAMUS RETURNS

Those gamers who have been around awhile will surely remember the astounding adventures of Samus. It's been a long time since she last graced our televisions, but she's back and better than ever. For those of you who've yet to experience *Metroid*, you're in for a treat. It can be said that *Metroid* is one of the greatest game series ever to grace console and handheld systems. *Metroid* is a game unlike any other, and as such, there's lots to know before you go off into battle. Even if you're a veteran, it's probably been a long time since you took control of Samus Aran. Take a few minutes to flip through this chapter, and you'll enter Tallon IV better prepared for the adventure to come.



BASIC CONTROLS

L

Lock onto enemies, scan objects in Scan mode, use Grapple Beam



Control Stick

Move Samus, look around, aim (holding **R**)

+ Control Pad

Switch Visors

START

Pause the game and access Samus's databanks

R

Look around

Z

Call up map



Fire missiles, lay Power Bombs in Morph Ball mode



Switch between standard and Morph Ball modes

A

Fire beam weapon, lay bombs in Morph Ball mode

B

Jump, activate Boost Ball in Morph Ball mode

C

Select beam weapon

THE INTERFACE

As you play, a great deal of information is displayed onscreen. These bits of information are the Power Suit's diagnostic functions. It's important that you understand the information you're seeing because it's vital to your survival.



Radar

This displays any enemies in the immediate area. Though using the radar isn't always necessary, it will help you a great deal in situations where you're unsure of an enemy's location.

Threat Assessment

It warns you when Samus is near volatile substances or dangerous environments like extreme heat. As you draw closer to a dangerous area, the Threat Assessment meter will fill. When you're very close to an area or object that could be harmful, an exclamation point appears at the top of the meter. Should you draw any closer to the object or area, you'll begin to take damage unless Samus is wearing a suit with the ability to protect her.

Visors

There are several Visors available to you. You begin the game with the Combat and Scan Visors, but eventually you'll find the Thermal and X-ray Visors. Each Visor is used for a different purpose, which we'll cover later. To switch between them, just press on the + Control Pad in the proper direction.

Energy Reserves

This bar and number indicate the amount of Energy that remains in the Power Suit. Energy powers the suit's shielding. Each time you take a hit, the attack drains a bit of Energy from the reserves. Should the Energy supply be completely drained, Samus will fall to the enemy's attack and be defeated.

Samus's Energy reserves can be restored by collecting power-ups that are dropped from defeated enemies, or by visiting Save Stations or her ship. Finding and collecting Energy Tanks, which are hidden throughout the game, increases her Energy capacity. These additional tanks are represented by squares above the white Energy line. A white tank is full, containing 100 Energy units, and gray tanks are empty. Energy collected throughout the game is placed in the bar first. When the bar is filled, one of the reserve tanks turns white, if available, and the bar is made available for refilling. Visiting a Save Station or your ship refills all of your tanks and bar.



Targeting Reticule

It's used to track and target enemies and scan points. If you press \square , you'll lock onto a target or scan point, allowing you to easily scan or blast the targeted object or enemy. The targeting reticle automatically shifts between nearby targets as you shoot or scan the area to make fighting easier, but the range is limited.

NOTE

Please note that the heads-up display's (HUD's) layout changes depending upon the visor being used. The layout discussed is that for the Combat Visor. The same information is displayed for other visors, but in different locations around the screen.

Map

This displays the room you're currently exploring and the immediate area. Here you'll be able to see nearby doors and get a general idea of the direction you're facing. You can view a larger version of the map by pressing \square . There you'll be able to see all of the areas you've explored. This is especially useful when attempting to travel great distances.

Missile Reserves

This long meter displays the number of missiles Samus has available. As you use missiles and collect power-ups, the Missile Reserves meter will rise and fall. When you begin the game, you'll be able to hold only five missiles at a time, but when you find Missile Expansions your maximum capacity will grow.

Beam Weapons

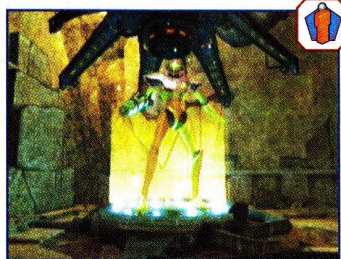
These icons represent the beam weapons you hold. You can switch between these weapons by pressing on \odot in the proper direction. At first you'll have only the Power Beam at your disposal, but your arsenal will grow over the course of the game.

SAMUS'S EQUIPMENT

Samus may be a powerful warrior, but she's far from invincible. What really makes her so tough is the incredible gear she employs in the battlefield and her skill at using it. You begin the game with only the most basic gear, but Samus's powers will grow over time as she finds additional gear hidden throughout the world. How much or how little of the equipment you find is up to you and the amount of exploration you're willing to do.

Suits

Power Suit



The Power Suit is what keeps Samus going and gives her such fantastic powers. Built by the Chozo people, the suit not only protects her from enemy attacks, but also allows her to travel through water and space because of its amazing life-support systems. The Power Suit uses Energy to power its shields, which protect Samus from enemy attacks. Though the suit is incredibly strong, it isn't invulnerable. Each time Samus is struck by an enemy attack, some of the suit's Energy is drained. If the suit's Energy supply becomes completely exhausted, it will be unable to protect Samus, and the enemy will drop her. You can restore the suit's Energy reserves by collecting Energy power-ups and by visiting Save Stations or Samus's ship.

Varia Suit



The Varia Suit is an upgrade to the Power Suit. It maintains all the normal functions, but also protects Samus from extreme heat, which is found in Magmoor Caverns and other areas.

Gravity Suit



The Gravity Suit is the second upgrade to the Power Suit. It performs the same functions as the previous two suits, but it makes traveling through water much easier. Once Samus is clad in the Gravity Suit, she'll be able to pass through deep water as if she were on land, and her vision will be vastly improved in such areas.

Phazon Suit



This is the last of the Power Suit upgrades. It adds protection from Phazon radiation in addition to maintaining all other suit functions. Normally, you will rapidly take damage while standing near Phazon deposits, but with the Phazon Suit you'll be able to pass through such areas without taking so much as a scratch. The Phazon Suit also has increased resilience, so Samus takes less damage from enemy attacks.

Armaments

Power Beam



This is Samus's main weapon. It's used to attack enemies and to open most doors. The Power Beam doesn't rely on ammunition, so it may be fired constantly by rapidly tapping **A**. Though the Power Beam is effective against most enemies and has a rapid rate of fire, it lacks power on its own. Its effectiveness is greatly improved once Samus locates the Charge Beam power-up, which allows you to charge a strong blast by holding **A** for a short time.

NOTE

The Charge Beam has a tractor-beam effect, which allows you to pull power-ups toward you. This is especially useful in situations where the power-ups are hanging over a pit or are in a dangerous area. It's also handy in fights when you can't afford to take your eyes off of the enemy.

The Power Beam can be further strengthened through the addition of the Super Missile Combo, which allows you to fire a fully powered blast and five missiles. This can be used to destroy Cordite and to devastate enemies. This is a single blast.



Wave Beam



The Wave Beam allows you to fire three streams of electric energy at your opponents. Though this weapon has a slower rate of fire than the Power Beam, it's especially effective against mechanical and electrical enemies. It also can envelop enemies in an electrical field when powered up using the Charge Beam. The electrical field momentarily stuns most enemies. The Wave Beam is also used to unlock purple doors, and it can be used to restore power to some objects.

You can increase the Wave Beam's power by finding the Wavebuster (Wave Beam Combo). Using a fully powered blast in combination with missiles, the Wavebuster emits a powerful stream of energy that seeks and destroys enemies in the area. It's best used against large groups of enemies. This is a continuous blast.

Ice Beam



The Ice Beam has a frigid attack that's particularly effective against fire enemies. Its rate of fire is very slow, which could limit its usefulness in battles with multiple enemies. However, it makes up for this lack by temporarily freezing most enemies. Using the Ice Beam, Samus can freeze enemies for a long time. The Ice Beam's freezing properties can also be used to freeze flame spouts and machinery, which makes some areas much easier to traverse. Use this weapon to unlock white doors.

The Ice Beam can be further upgraded by finding the Ice Spreader (Ice Beam Combo). With a fully charged blast in combination with missiles, the Ice Spreader is able to freeze a large area and any nearby enemies. This is a single blast.

Plasma Beam



When you need to heat things up, the Plasma Beam is the weapon of choice. Its super-heated plasma can set enemies on fire, which may eventually overcome them. When charged up using the Charge Beam, the super blast can actually incinerate enemies. The Plasma Beam is most effective when used against ice enemies. Use it to unlock red doors.

Power up the Plasma Beam by finding the Flamethrower, (Plasma Beam Combo), which allows you to fire a stream of superheated plasma. You can train the Flamethrower around a room to fry your enemies to a crisp. This is a continuous blast.

Phazon Beam



The Phazon Beam isn't a weapon you pick up. Once you have the Phazon Suit, you'll be able to stand in liquid pools of Phazon and draw power from them to create a lethal blast. To use the weapon, all you must do is stand in a Phazon pool. You'll notice that your weapon's appearance will change. Press **Q** to unleash a continuous beam of energy. Once the pool has dried up, you'll need to find another source of energy.

Missiles



The Missile Launcher is the first weapon upgrade you find. You can fire missiles by pressing **Q**. Their concussive blasts are very powerful against most enemies, and they can home in on targeted enemies. Your Missile Launcher has limited ammunition, but you can refill your supply by collecting power-ups dropped by defeated enemies. At first you are able to hold only five missiles at a time, but over time you'll be able to increase your maximum capacity by collecting the Missile Expansions hidden around the world. Each Missile Expansion increases your maximum capacity by five. Missiles can be used to destroy Radion and Brinstone structures.

Visors

Combat Visor



This is the default visor that is used when attacking enemies. It provides helpful data about Samus's status, and it displays a targeting reticle that highlights your current target.



Scan Visor



The Scan Visor is used for scanning objects and enemies to learn valuable information, or to activate switches. When activated, the Scan Visor displays a magnifying reticle in the center of the screen. Any object that can be scanned has an orange or red icon displayed on it. Orange icons are typically found on unimportant objects. Red icons are displayed anywhere critical actions are required, or on objects that hold information that may be added to your Log Book.

Press and hold **Q** to scan the object. Scanning takes several moments. When the scan is complete, any information learned about the object is displayed onscreen. The first time enemies and some objects are scanned, the information gained is added to your Log Book for future reference.

TIP

While the Scan Visor is active, you are unable to use your weapons. Press **Q** to quickly switch back to the Combat Visor in hostile situations.

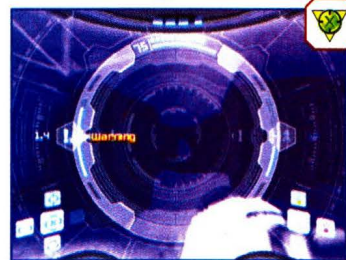
Thermal Visor



The Thermal Visor allows Samus to track enemies by their heat signatures. This makes fighting in the dark or cloudy areas much easier, and it can help you find power-ups and doors quickly. In hot areas the Thermal Visor is considerably less effective, because the surroundings hide

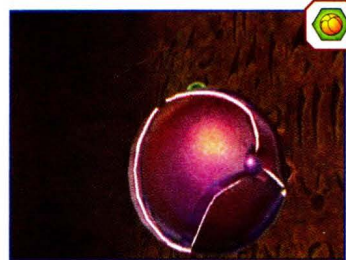
enemy heat signatures. You'll also have difficulty using it against enemies with body temperatures similar to their environments, such as machines and cold enemies. At times you'll find doors and equipment lacking power. Use the Thermal Visor to locate hidden power conduits, which can be reactivated by using the Wave Beam.

X-ray Visor



This wondrous piece of equipment allows Samus to look through some walls to find hidden rooms and alcoves. More importantly, it's used to find invisible platforms in some areas. Should you find an area where it seems there's no way to cross, try peeking through the X-ray Visor to see if there's a hidden path. This visor also allows you to easily track any enemies that use optical camouflage, and sometimes reveals hidden weaknesses in enemies.

Morph Ball

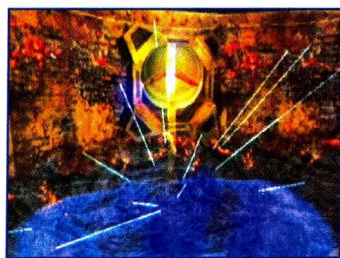


Once Samus finds the Morph Ball power-up, she'll be able to transform herself into a sphere, which allows her to enter small tubular passages. To enter Morph Ball mode, press **Q**. To return to normal mode, press **Q** a second time. Whenever Samus enters Morph Ball mode, the camera will shift to an external view to make it easier for you to navigate. The Morph Ball moves exactly as you would expect: like a rolling ball. Gravity will effect the ball, so rolling uphill is difficult and going downhill is a snap.

Morph Ball Bombs



Once you find the Morph Ball Bomb power-up, you'll be able to drop powerful bombs by pressing **Ⓐ** while in Morph Ball mode. These explosive devices can be used to damage enemies, destroy Sandstone and Talloric Alloy structures, and to propel the Morph Ball into the air, otherwise known as a Bomb Jump.



To perform a Bomb Jump, drop a Morph Ball Bomb and sit on top of it. When the bomb explodes, the Morph Ball will be propelled a short distance into the air. This is the only way to get into small tunnels or devices that sit above the ground.



You can also perform a Double Bomb Jump to increase the height of your jump. This timing is tricky, but with a little

practice, you'll look like a pro. Begin by dropping a bomb on the ground and sit over it. Just before the bomb explodes, drop a second bomb. You'll be propelled into the air. Quickly place a third bomb in the air, which will remain in the air until it explodes. As you fall, the second bomb will explode and knock you back into the air. If your timing was just right, the third bomb should explode as the Morph Ball nears it, propelling the ball even higher into the air. The real trick is to drop the third bomb quickly after the second. If you wait too long, the bomb will be too high and will explode too soon.

NOTE

You can perform a Double Bomb Jump in water, but the technique is very different. In water you'll get a lot more height from your jump and you'll sink slowly. Therefore, dropping a second Morph Ball Bomb before jumping is pointless. Wait until the first bomb propels you into the air, then place a second bomb as your ascent begins to slow and not at the height of your jump. With proper timing, you'll be blown much higher. Get the technique down, and the only limit to how high you can go is the depth of the water.

Boost Ball



The Boost Ball power-up gives you the option of dashing while in Morph Ball mode. Press and hold **Ⓐ** to charge a speed boost. The longer you hold **Ⓐ**, the longer and faster the boost will be to a predetermined maximum. Scattered here and there throughout the world you'll find U-shaped areas known as half pipes. Using the Boost Ball, you can roll back and forth, gaining

height with each pass. Boost up one side, then quickly begin charging another boost as you roll back toward the bottom. Just before going up the opposite side, use another boost, and you'll go higher than before. Keep going back and forth, and your height will increase with each pass. This is extremely useful when trying to reach high places.

Power Bombs



Morph Ball Bombs may be powerful weapons, but Power Bombs are much stronger. Once you find the Power Bomb upgrade, you'll be able to drop Power Bombs by pressing **Ⓐ** while in Morph Ball mode. Unlike Morph Ball Bombs, you have a limited supply of Power Bombs, although you can get more by collecting power-ups dropped by defeated enemies. Power Bombs are great for destroying powerful enemies and especially for destroying Bendeziun and other strong structures. You cannot use Power Bombs to perform a Bomb Jump.

Spider Ball



Scattered around the world you'll find yellow and black magnetic rails that run up walls, across ceiling, and even around pillars. Once you have the Spider Ball upgrade, you can attach to such rails by holding **Ⓐ**. While attached to a magnetic rail, you can roll along without fear of falling unless you're shot by or come in contact with an enemy. Use the Spider Ball to reach otherwise unreachable areas.



Power Moves

Beyond her weapons, some of Samus's most important upgrades are those that increase her abilities. As she gains these powers, she'll be able to travel farther into the world and reach areas that are normally inaccessible.

Space Jump Boots



This upgrade allows Samus to leap to new heights. The Space Jump Boots make it possible for Samus to perform a double jump. Jump by pressing **Ⓐ**, then make a second leap by pressing **Ⓐ** again. The double jump allows you to leap over large gaps and up high steps.

Grapple Beam



The Grapple Beam is used to swing on Grapple Points as if on a rope. This makes it possible for Samus to swing over huge gaps and toxic substances safely. Grapple Points come in several shapes and sizes, but most have an orange color. Scan objects near the ceiling when looking for a Grapple Point. There's even one creature (Gliders) to which you can attach the Grapple Beam.

Using the Grapple Beam can be tricky. When you see an object to which you can attach, move around until the target icon grows and turns white. This means the target is in range. If you're too close or too far, you won't be able to latch onto the object. In cases where you're trying to latch onto a moving object, you'll need to time your grapple very carefully. It takes a moment for the beam to extend, attach, and grow taught. In that time, the targeted object will continue to move. Therefore, you must attach to the target before it moves into the proper position.



Power-Ups

In addition to the primary upgrades that increase Samus's abilities, there are other power-ups that increase her Energy and ammunition supplies. These are some of the most valued items available, but they're also well hidden. Finding them all will require a lot of exploration and some ingenuity on your part. None of these power-ups is required to finish the game, but finding them all will make the game much easier.

Energy Tanks



These are perhaps the most valuable of all power-ups. Each Energy Tank increases Samus's maximum Energy reserves by 100 points. The more you find, the more damage you'll be able to sustain in combat. If you find no other power-ups, be sure to collect every Energy Tank, and you'll have a much easier time getting through the game.

Missile Expansions

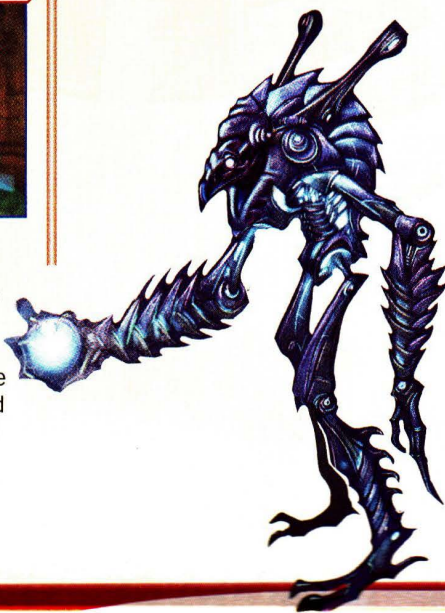


Your Missile Launcher has a limited supply of ammunition. At the beginning of the game, you'll be able to carry only five missiles at a time. As you find Missile Expansions, you'll increase your maximum capacity by five with each of these power-ups you collect. There are more Missile Expansions than any other power-up hidden throughout the game, so expect to find them regularly.

Power Bomb Expansions



When you get the Power Bomb upgrade, you'll be able to hold only four Power Bombs at a time. Power Bomb Expansions increase your maximum capacity by one. Several of these power-ups are hidden throughout the world, but you won't find any of them until you have access to Power Bombs.



Missile Combos



Beam weapons can be upgraded by finding combos. There are four combos hidden within the game for the four main beam weapons:

-  **Power Beam**
-  **Wave Beam**
-  **Ice Beam**
-  **Plasma Beam**

Missile combos combine a powerful blast from the beam weapons with a shot from the Missile Launcher. First you must charge the weapon by holding **(A)**, then press **(Y)** to launch the attack. It costs five missiles to use a combo attack. Some combos are single shot and others are sustained. With sustained-fire combos, the weapon will continue to fire until you release **(A)**. With sustained fire, it costs 10 missiles to engage the attack and five missiles for every second the attack is sustained.

Samus's Databanks



You'll gather a large amount of information as you play. If you press **(START)** while exploring, you'll gain access to Samus's Inventory screen. This lists all the items you've collected and provides useful information about each. In addition, you can press **(Z)** to view the Log Book. This is a warehouse of knowledge taken from items, enemies, and objects you've scanned throughout your adventure.

Pirate Data

The Space Pirates are technological wizards. Their research into the world of Tallon IV and the effects of Phazon on native life-forms is well documented. As you search through their ships and research labs, you'll find detailed logs recounting the high and low points in their ruthless ravaging of the planet. Look for these tidbits on computer monitors in areas populated by Space Pirate forces.

Chozo Lore

Though the Chozo race may be little more than a memory, they've left behind a great deal of information about their society and lore. You'll find these useful stories scattered about, but primarily within the Chozo Ruins. Look for Chozo runes scribed into the solid rock walls of their ancient city. Fragments of Chozo Lore are always covered by a seemingly fluid substance that causes them to ripple. Once you've read a piece of Lore, the liquid effect vanishes.

Creature Data

As you battle, you can learn more about your foes by scanning them with the Scan Visor. Scans often provide extremely useful information on your enemy's strengths and weaknesses. You should always scan a new enemy before engaging it in battle. Remember that you'll face most bosses only once, so be sure to scan them immediately, or you'll miss your chance.

Research

You can learn more about the world around you by scanning objects such as power-ups, Save Stations, doors, and so on. Scanning gives you additional information about these objects, which you may find useful if you're unsure about what you should be doing. These are the toughest bits of Log Book data to collect, because they aren't clearly marked like Pirate Data and Chozo Lore. Scan everything if you want to locate every last bit of research data.

Artifacts

Your primary goal is to locate the 12 Artifacts left by the Chozo, which will allow you to gain access to the final battles and remove the plague of Metroids from the face of Tallon IV. The Chozo people have hidden the Artifacts well, but they've left clues to assist the protector of legend in finding them all. As you find these clues, they'll be added to this section of your Log Book. Once you find the Artifacts, the clues are erased and the Artifact is shown as collected.

NOTE

The Log Book is far more important than you might think. Should you collect all of the possible data, you'll be treated to two galleries of *Metroid Prime* artwork. The first gallery opens after you've found 50 percent of the Log Book information. The second is unlocked when you've found it all. Remember to scan everything and look everywhere if you want to find it all.

ADVENTURING IN TALLON IV

Metroid Prime is a very unusual style of game. It provides you with a great deal of freedom to explore on your own and encourages you to use your mind to discover its many secrets. The game's flow may be a bit confusing at first, but it's really quite simple to understand.

There are no "levels" in *Metroid Prime*. There is only one world with many different locations. The entire world is open to you from the first moment you enter the game, but you won't be able to explore it fully until Samus has grown in strength by collecting a variety of upgrades that are hidden throughout the world.

Some of the things that block your progress are locked doors, high ledges, toxic substances, and large chasms. Your different beam weapons and missiles are used to unlock these doors. It's possible to tell which weapon you'll need to use by the color of the door.

NOTE

The in-game map shows the color of the door only if you use to select the area that it's in. The color of the doors in the map match the outline of the door when you walk up to it. The exception to this is the gray door; when you walk up to these, you encounter a Blast Shield covering the door. You must use a missile to destroy the Blast Shield, then use any beam weapon to open it.

Door Color	Weapon Required to Open
Blue	Any beam weapon
Gray	Missile
Purple	Wave Beam
White	Ice Beam
Red	Plasma Beam

Pits and toxic areas can be crossed only once you have the proper gear, such as a Grapple Beam, Space Jump Boots, or one of the many Power Suit upgrades.

As you progress, you'll find many passages that you can't enter or items that are inaccessible. Make a mental note of these locations, then come back and explore them at a later time.

Basically, what you'll do is explore until you find an upgrade. This will allow you to access a new area where you'll be able to find the next major upgrade. This pattern continues until the very end of the game. Along the way, the game will provide you with clues to help point you in the right direction. These clues don't take into account all of the items you can find, so sometimes you should explore on your own before heading off to the suggested area.

Combat



Combat is fairly simple. When faced with an enemy, you'll normally use the Combat Visor. A targeting reticle in the center of the screen will drift to any enemy in front of you. You can lock on to the target by holding . All of your shots will be directed at this enemy until you disengage the lock. This also allows you to strafe around the enemy, meaning that you will continue to face this opponent no matter which direction you go. Strafing makes it much easier to dodge your opponent's attacks while continuing to fire.

If you hold down , you'll be able to move the targeting reticle freely. Use this when you need to pinpoint an enemy, or just to look around a room. In some cases you won't be able to lock on to an enemy, so using to look and target freely becomes necessary.

Which weapon you use is often just as important. Most enemies have a weakness to one type of weapon, so using it will make the battle much easier. For instance, fire creatures such as those found in Magmoor Caverns are weak against cold attacks, so the Ice Beam is your best weapon, although you won't have it the first time you venture through the area. Machines are particularly weak against the Wave Beam's electrical impulses. Get to know each of your weapons and toy around with every new enemy to discover your favorite strategy. Everyone will have his or her own ideas.



Some enemies require special tactics or gear. For instance, some Space Pirates are equipped with cloaking technology. You can just barely see them normally, but with the aid of the Thermal Visor, you can see them quite clearly. You may also need to use the different visors to locate a weakness in your opponent, or to overcome a negative area condition such as darkness or deep fog.

Saving, Healing, and Restocking



Samus isn't immortal. She's extremely tough, but you should be prepared for the occasional mishap and defeat. You can save your game at Save Stations and at Samus's ship. The ship is always found in the center of the Tallon Overworld. Save Stations are located in various locations in each area.

Save often. Not only will it keep you from losing progress, but each time you save, your suit's Energy is completely restored. If you save at Samus's ship, your Energy and ammunition are both restored.

You can restore Samus's Energy and ammunition in the field by collecting power-ups that are dropped by defeated enemies. Missiles are restored five at a time, but you may also find Missile Stations that can completely refill her stock. Power Bombs are restored one at a time. Energy power-ups can restore 10, 20, or 100 points at a time. As your Energy reserves increase, the Energy power-ups you find become larger. So at the beginning of the game, you'll see only 10-point power-ups, but by the end, 100-point power-ups become almost common.

NOTE

Scanning all of the Pirate Data isn't necessary to complete the game, but it is necessary to unlock some of the game secrets. Check chapter 5, "Items," to find the locations of all the Pirate Data.



Continue working your way through the next several doors and elevators until you reach the first Save Station. Walk into the hologram to save your game and replenish your Energy for the upcoming boss battle.

BOSS BATTLE: PARASITE QUEEN



When fighting any boss in *Metroid Prime* the first step is to scan the enemy. Scan every enemy you encounter, especially the bosses. The scan usually reveals useful information about the opponent and hints at its weaknesses.

NOTE

If you do not scan the Parasite Queen, you will not be able to lock onto its weak spot: the mouth. Without a scan, your auto-target locks onto the body, and your attacks are less effective.



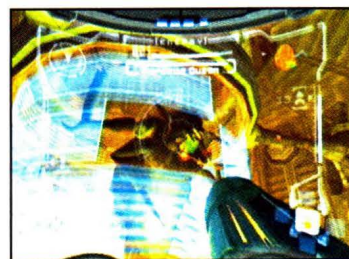
The Parasite Queen is protected by a blue force field that your attacks cannot penetrate. You must dash around to the gap in the force field so that your attacks can reach the Parasite Queen.



Use any missiles you have, and also hit it with your Charge Beam. The bar at the top of the screen indicates the Parasite Queen's energy.



During the fight, hold down **□** to keep the Queen targeted. This also allows you to quickly dash out of the way of its attack by pressing **Ⓢ**.



When the force field spins around the Parasite Queen, fire as many regular Power Beam attacks as possible. Your Power Beam is quick enough that a few shots can penetrate the shield.



Continue attacking in this manner to quickly destroy the mutant Parasite Queen. Once defeated, it falls into the fiery pit, and you can be on your way.

ESCAPING THE SPACE PIRATE FRIGATE



Once the Parasite Queen is defeated, you have only seven minutes before the ship is destroyed. You can't leave the way you came so make your way out the other door.



Through the next few tunnels, you are attacked by several swarms of Parasites. Shoot them as quickly as you can; time is of the essence.

CAUTION

That many Parasites can stain your visor and render you sightless for a moment if they blow up in your face. Take a second to get your bearings again so that you don't end up going the wrong way.



At the pool of toxic water, you catch a glimpse of a mysterious creature as it flies away. To cross the pool, you must use your Grapple Beam. Hold down **□** to shoot out the Grapple and grab on to the Grapple Points above. At the far side of your swing, release **□** for a second and immediately hold it down again.

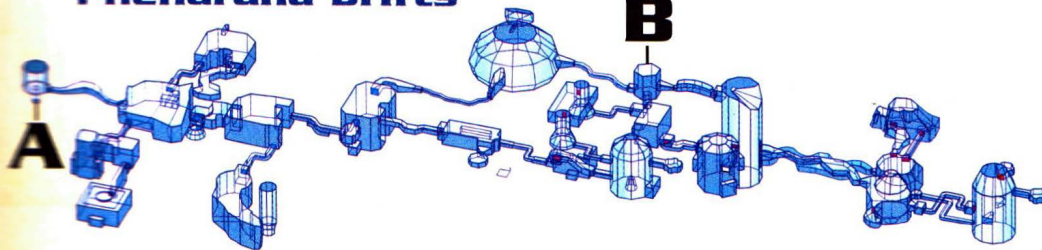
TIP

Scan all of the switches that you see along the way. There are Auto Defense Turrets that you can turn off by switches. Those switches can be a lifesaver if you are out of missiles from fighting the Parasite Queen.



You make it out just in time to see the flying creature take off and as the Space Pirate Frigate explodes. Close call, but you made it. It's time to check out the planet of Tallon IV.

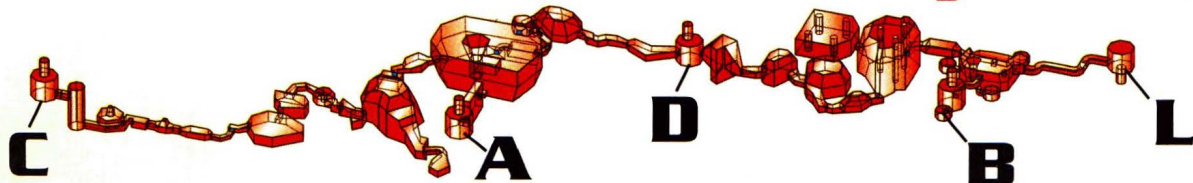
Phendrana Drifts



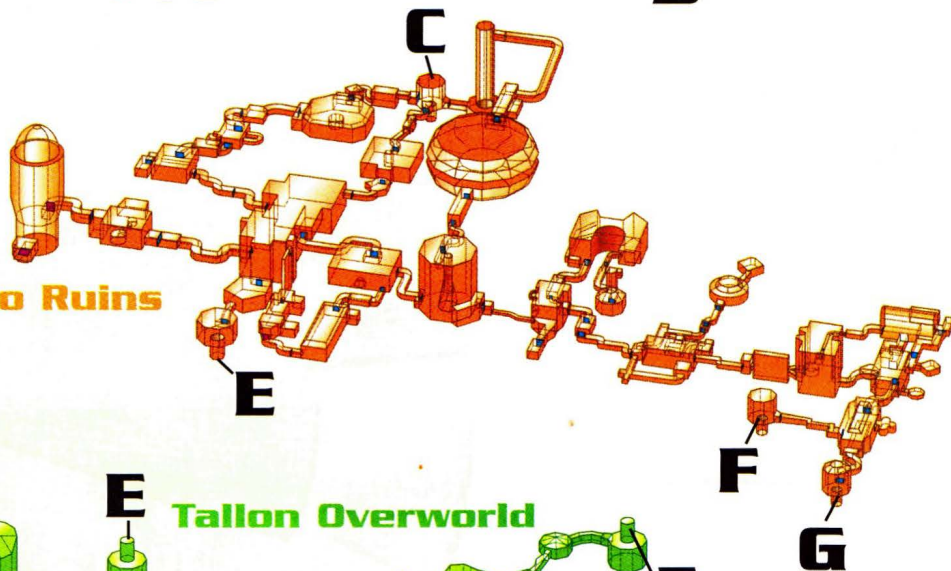
NOTE

All the worlds of *Metroid Prime* interconnect. Matching letters indicate elevators or portals between the worlds.

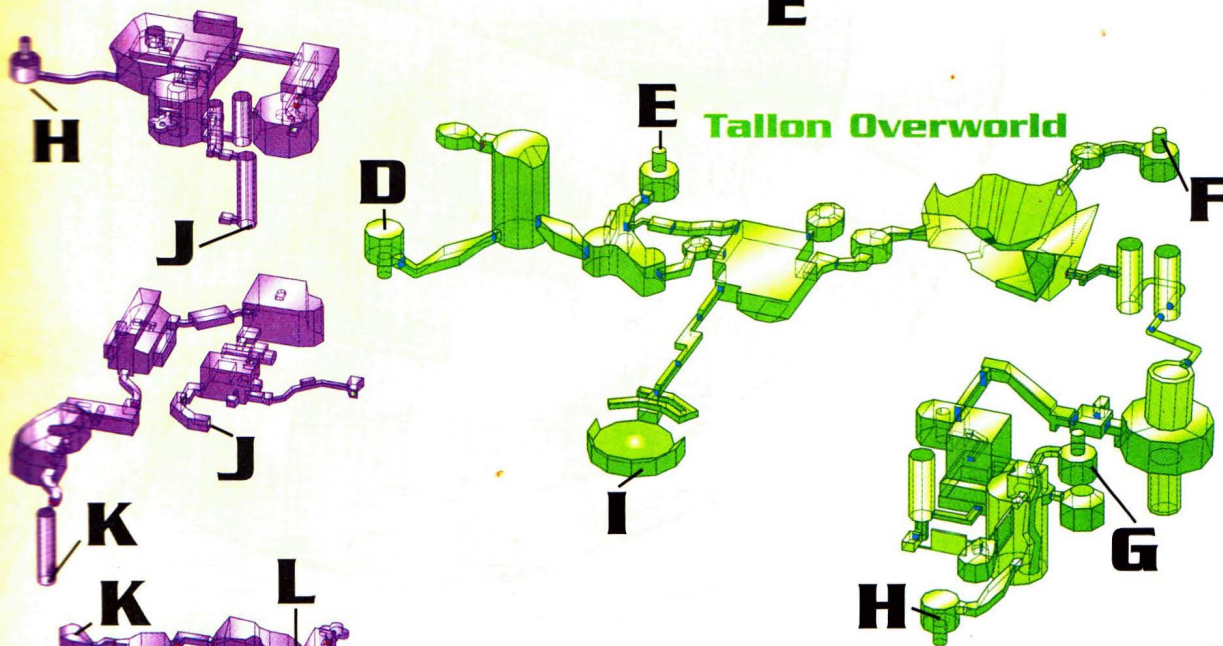
Magmoor Caverns



Chozo Ruins



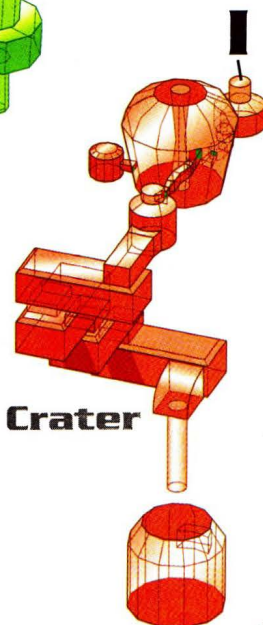
Tallon Overworld



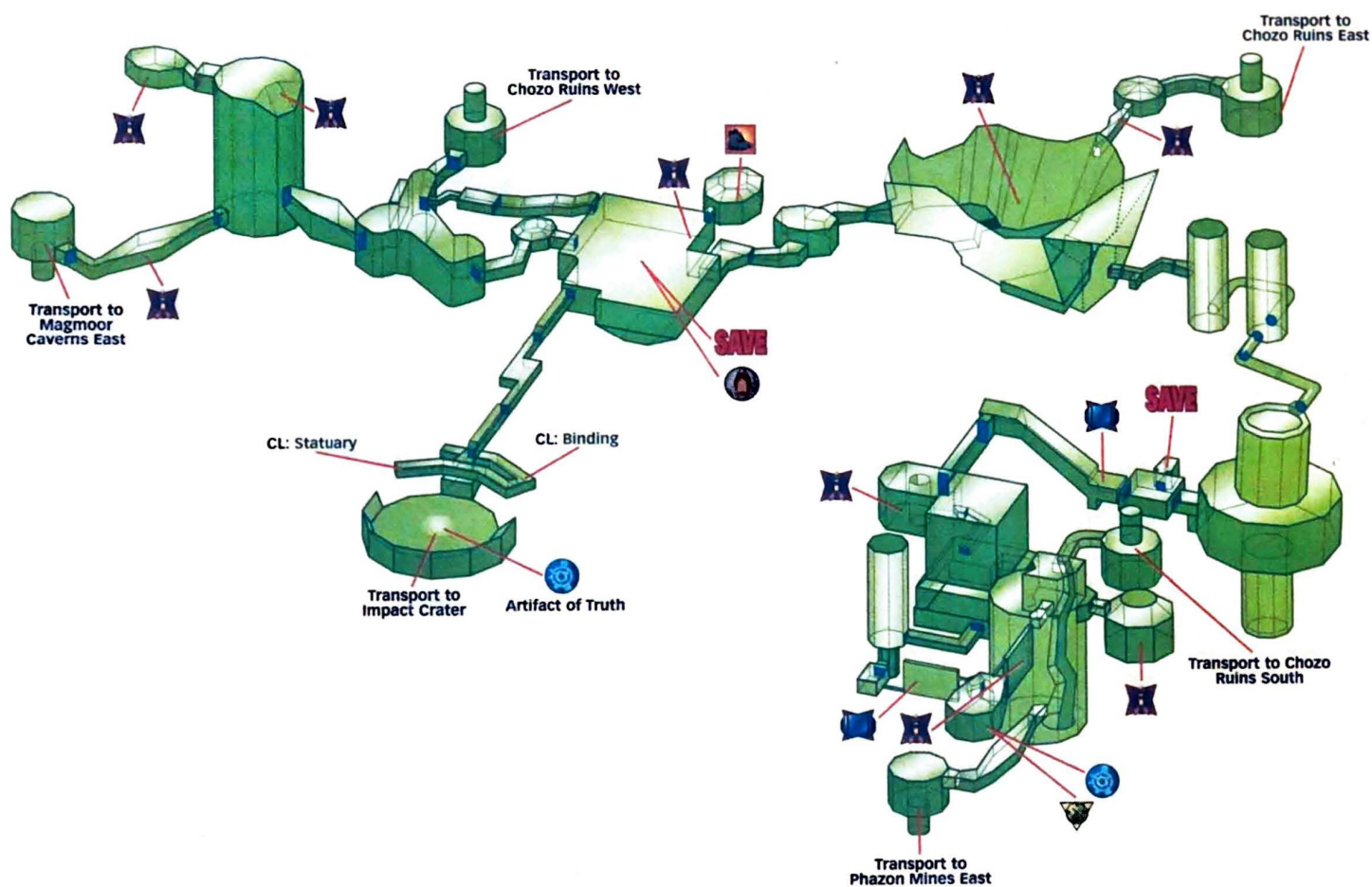
Phazon Mines



Impact Crater

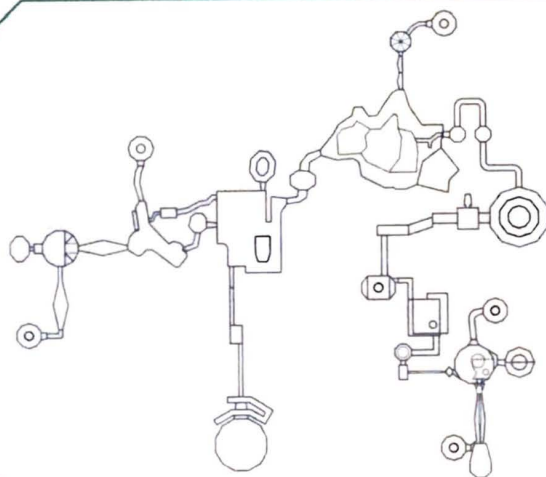


Tallon Overworld

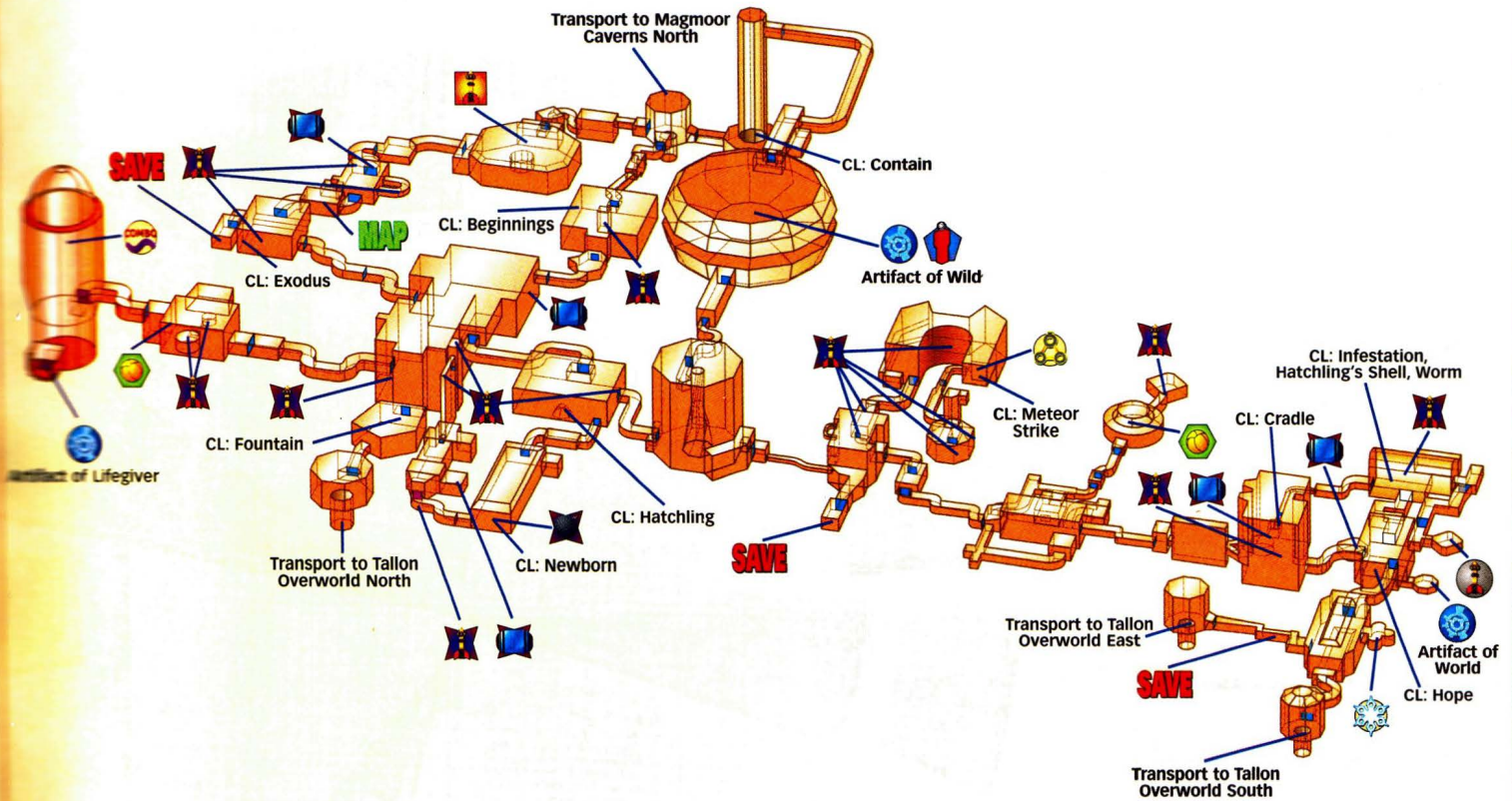


LEGEND

-  Save Station
-  Samus's Ship
-  Artifact of Chozo
-  Missile Expansion
-  Energy Tank
-  Space Jump Boots
-  X-Ray Visor

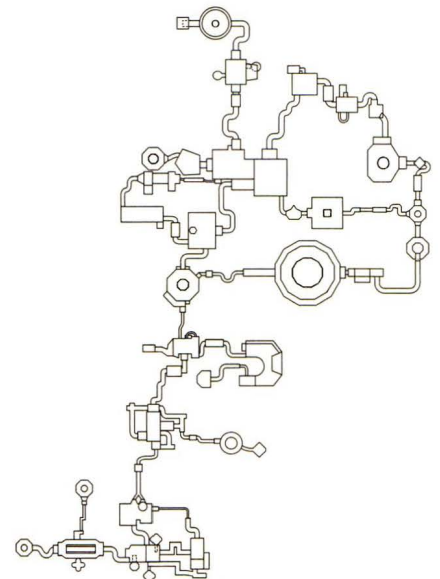


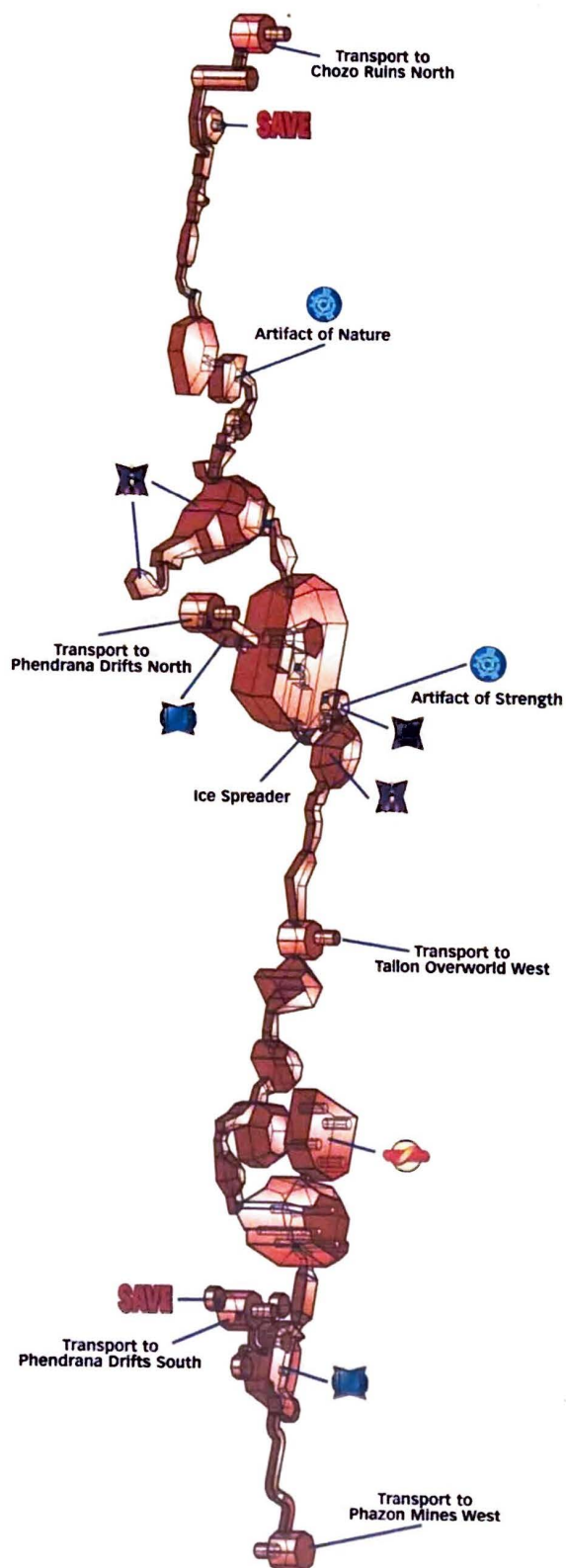
Chozo Ruins



LEGEND







-  Map Station
-  Save Station
-  Missile Recharge Station
-  Artifact of Chozo
-  Missile Expansion
-  Missile Launcher
-  Energy Tank
-  Power Bomb Expansion
-  Wave Beam Combo
-  Ice Beam
-  Charge Beam
-  Morph Ball
-  Varia Suit

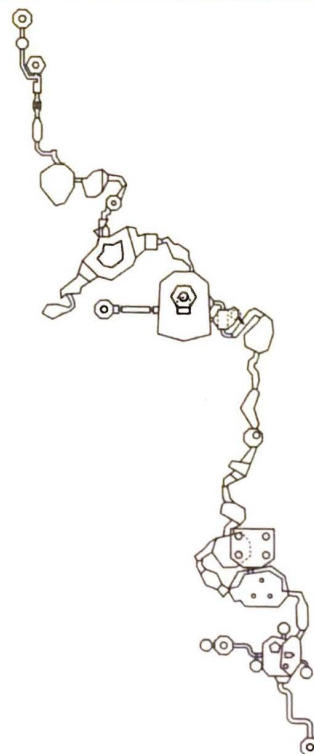




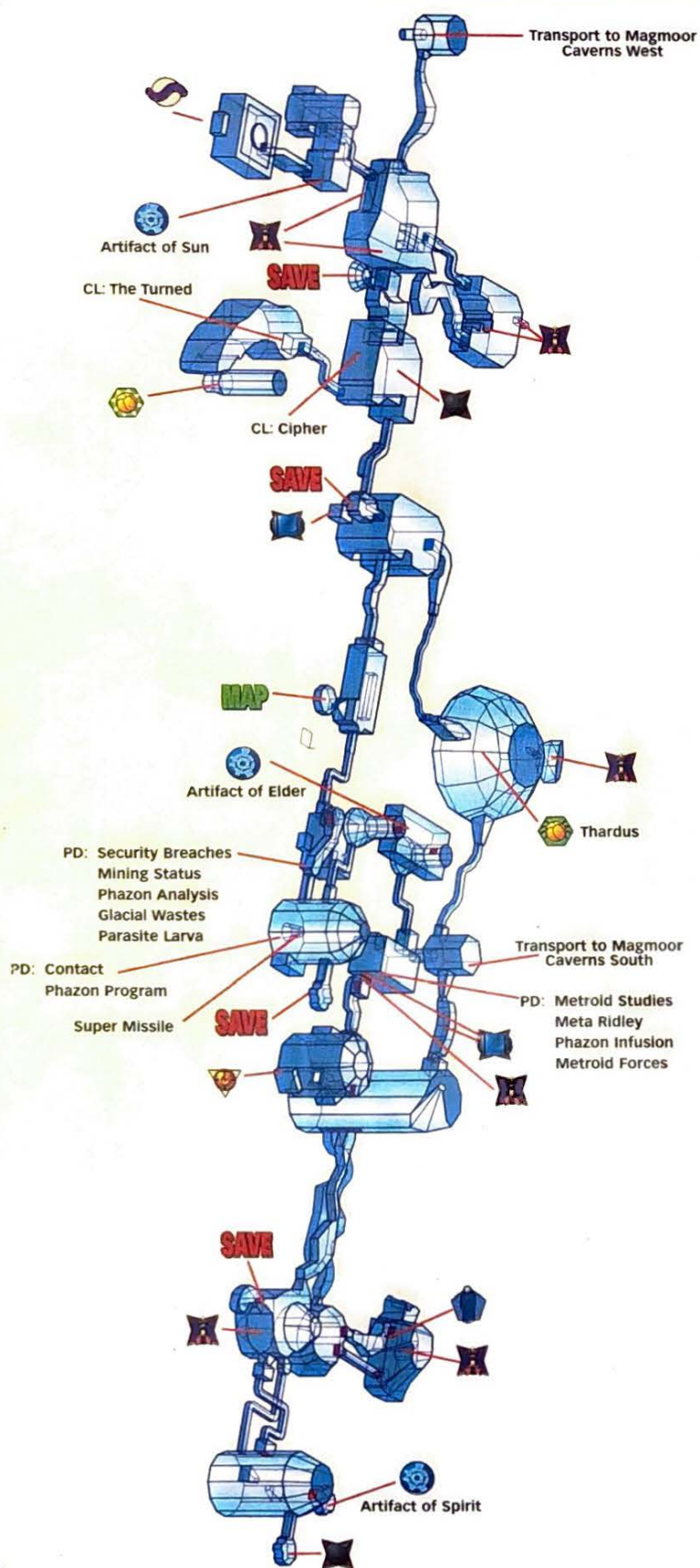
Magmoor Caverns

LEGEND

-  Save Station
-  Artifact of Chozo
-  Missile Expansion
-  Energy Tank
-  Power Bomb Expansion
-  Plasma Beam

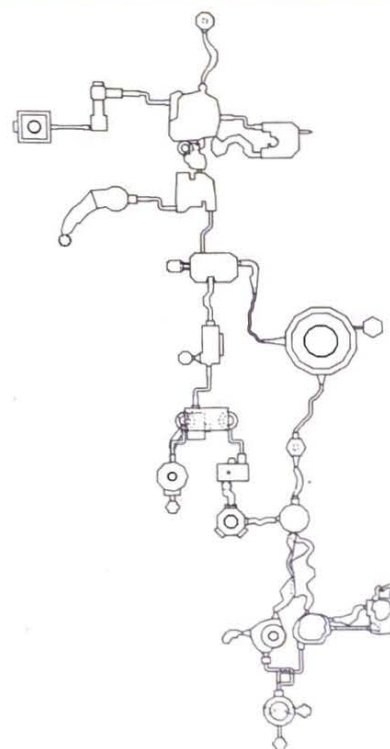


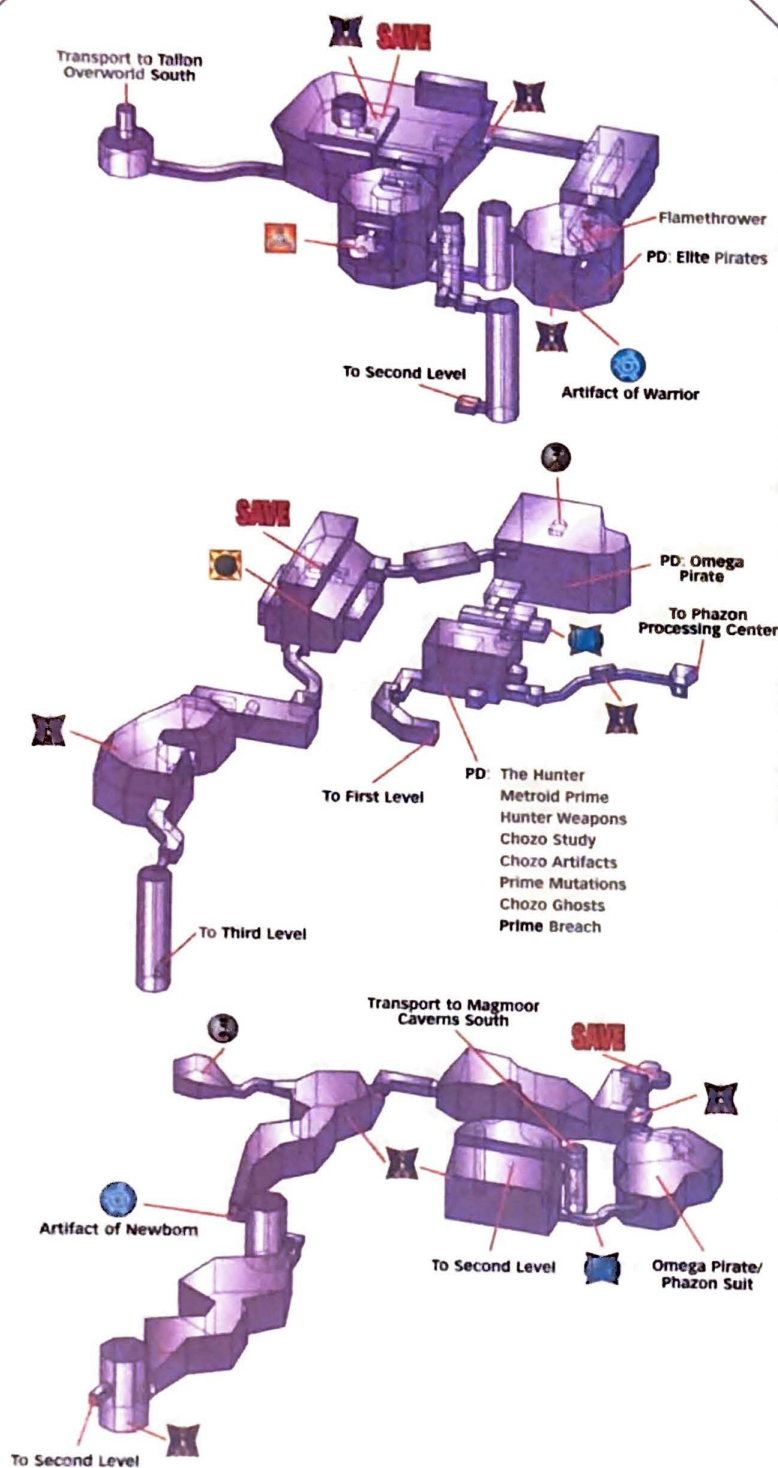
Phendrana Drifts



LEGEND

- Map Station
- Save Station
- Artifact of Chozo
- Missile Expansion
- Energy Tank
- Power Bomb Expansion
- Wave Beam
- Boost Ball
- Spider Ball
- Gravity Suit
- Thermal Vision

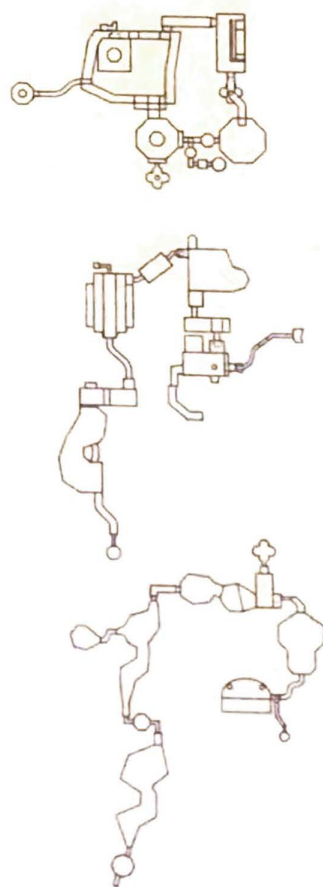




Phazon Mines



LEGEND

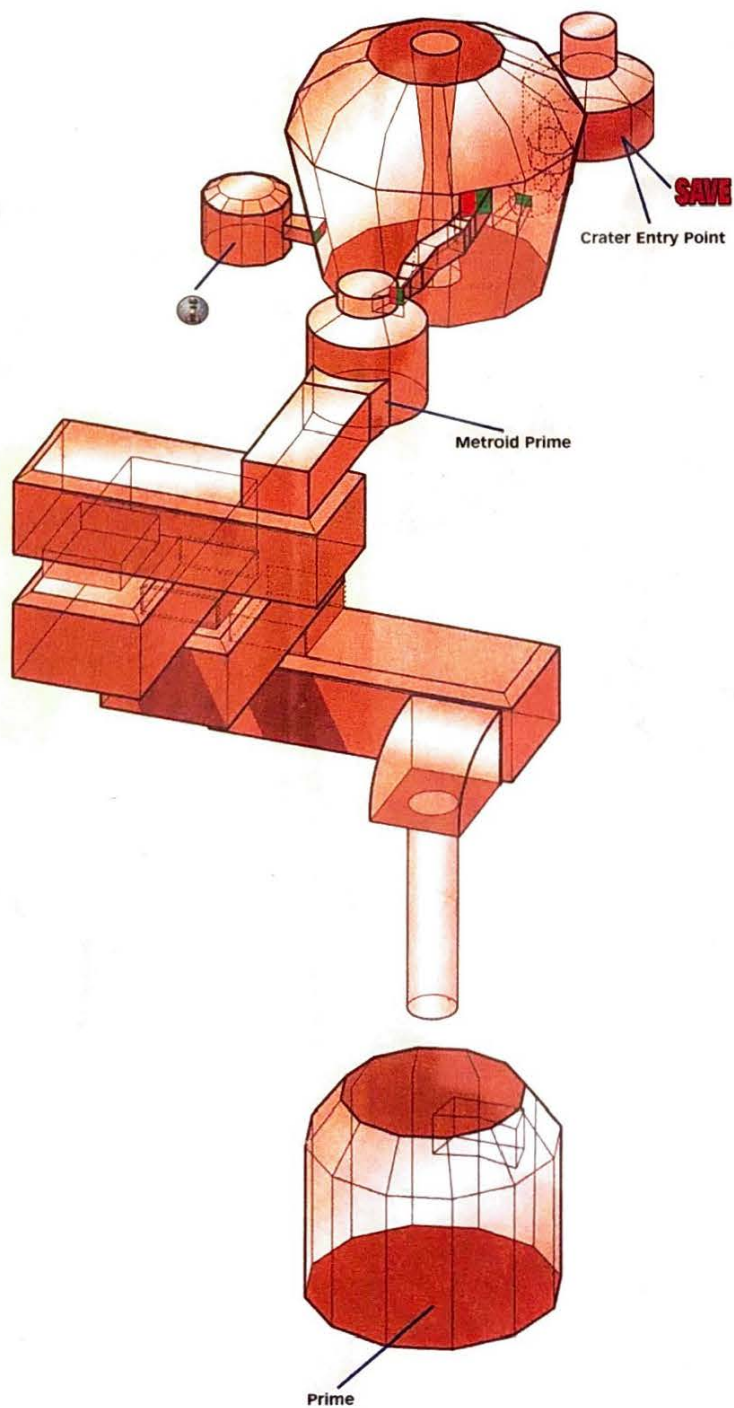
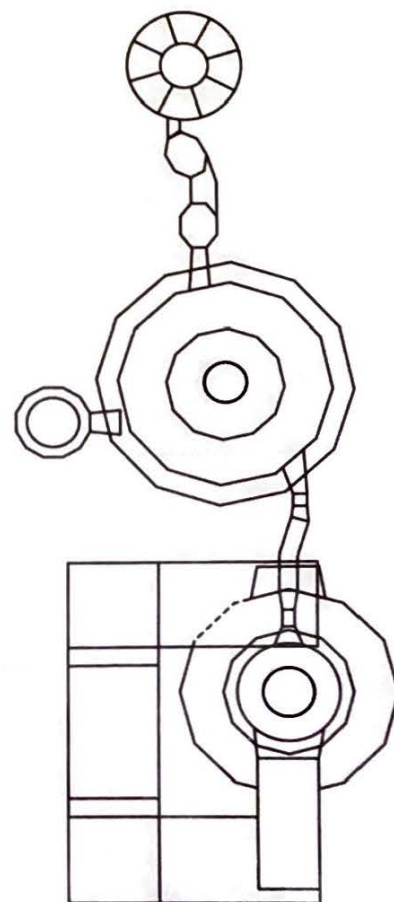
- Map Station
- Save Station
- Missile Recharge Station
- Artifact of Chozo
- Missile Expansion
- Energy Tank
- Grapple Beam
- Power Bomb



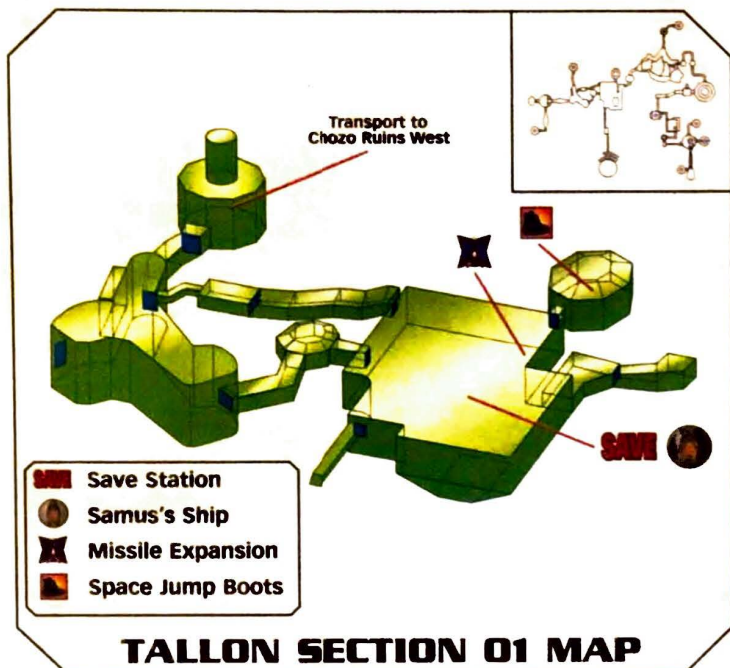
Impact Crater

LEGEND

-  Save Station
-  Missile Recharge Station



Tallon Overworld First Visit



FINDING CHOZO RUINS



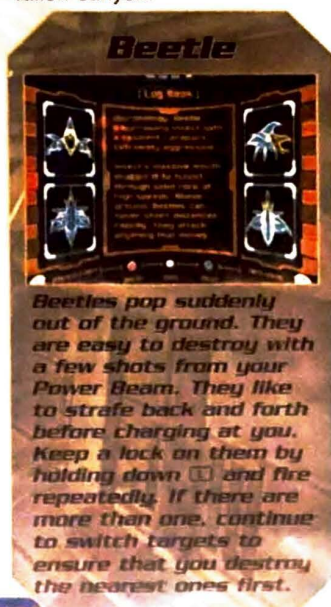
It's a good idea to look around and familiarize yourself with any area the first time you visit. There isn't much you can do here in Tallon Overworld right now except find the elevator to Chozo Ruins.

NOTE

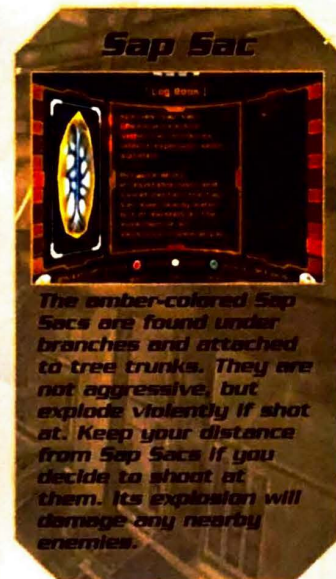
Your ship stays here as you go off on your adventure. Along your adventures, you can return to your ship to save your game and replenish your Energy and weapons.



Beyond the only door accessible to you are a bunch of Beetles that pop out of the sand. Destroy them and continue on to the Tallon Canyon.

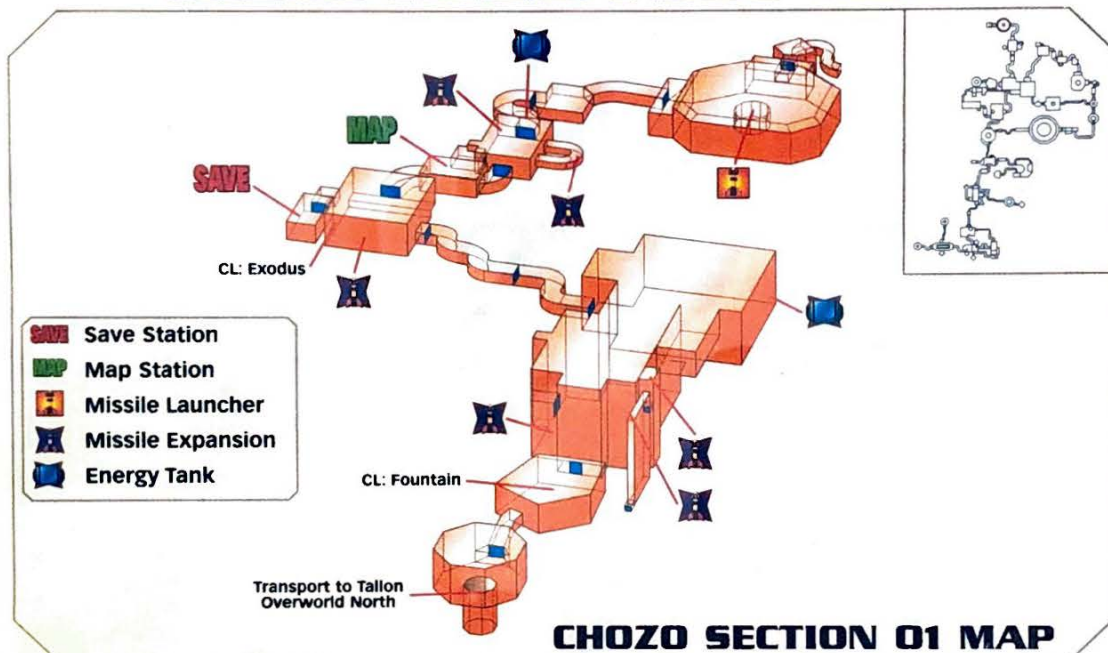


Ignore the ledges in Tallon Canyon for now and head straight to the door on the far side of the canyon. The few enemies in this area are easy to dispatch.



Once you make it to the elevator to Chozo Ruins, scan the switch to call up the hologram. Walk into the hologram to set the elevator in motion. Tallon Overworld seemed a little too easy? Don't worry; you'll be back here later.

Chozo Ruins First Visit



CHOZO SECTION 01 MAP

THE MISSILE LAUNCHER



As you enter the ruins, you receive a message saying that abnormal seismic activity has been detected nearby. Press **[Z]** to call up the map that shows the source of the disturbance.



There isn't much to the ruins entrance except for a couple Beetles and your first Chozo Lore, Fountain. Start your Chozo Lore collection by using your Scan Visor to scan the rippling area above the door. Switch to your Scan Visor often throughout your adventure so that you don't miss anything.

NOTE

The ancient race of Chozo left behind 16 fragments of their lore. The 16 Chozo Lore may guide Samus in her adventure as well as provide glimpses into their civilization. Rippling walls indicate a Chozo Lore. Scanning all of them will help you fill your log book, which will also help you unlock some of the secrets in the game.



As you enter the Main Plaza, beware of the ambushing Beetles in the inconspicuous sand. Go up the stairs and through the door on the left toward the Ruined Nursery. Be ready for some resistance in the tunnels that follow.

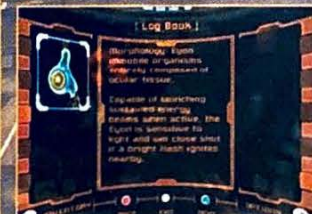
Scarabs



These critters like to swarm in tight corridors and cling along the walls. They're easy to exterminate, but keep your distance. Their sheer numbers and explosive nature can overwhelm an unprepared Samus. For now, use your Power Beam to take them out, but once you have the Morph Ball power, you can roll right by without taking much damage from them before they settle.



Eyon

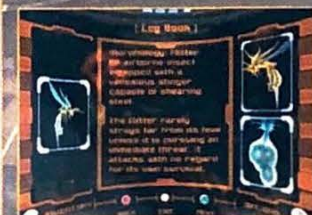


These one-eyed baddies shoot lethal laser beams that slice through Samus's armor. Fortunately, a bright flash from your Power Beam causes them to temporarily shut their eye and gives you a chance to dart through. Once you get the Charge Beam, you'll be able to destroy them.



In the Ruined Nursery, fight off the Beetles, and the War Wasps coming out of their hives. Bypass the exposed door and instead hop to the little ledge leading to an alcove. The door in the alcove leads to the first Save Station in Chozo Ruins.

War Wasps



These dangerous insects are very protective of their hives. If you get too close for their comfort, which can be quite far, they come out of the hives to attack with their poisonous stingers. Use your Power Beam to quickly destroy them. War Wasps will continue coming out of their hives until the hive is destroyed. You can't destroy the hives right now because doing so requires the Missile Launcher.

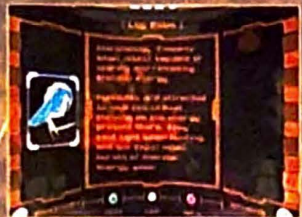
TIP

Save Stations are very important. Even if you don't wish to save, return to any nearby Save Station to replenish your Energy.

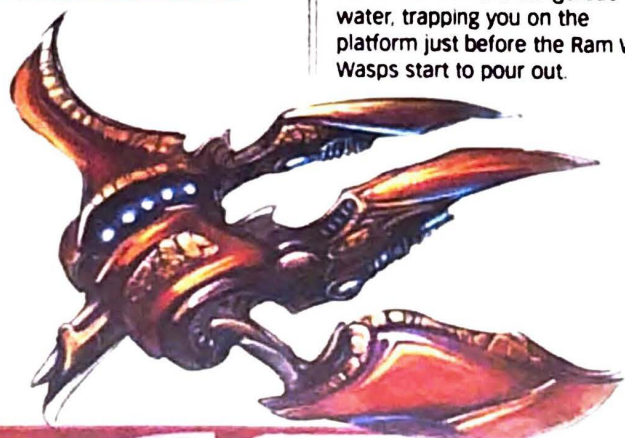


After saving, continue making your way to Hive Totem. Along the way, you meet a few new creatures. Remember to scan all of them the first time you see each one to ensure that you fill your Log Book.

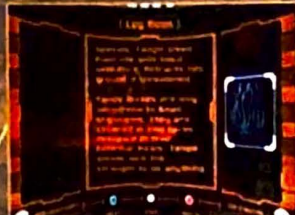
Plazmite



Plazmites look like a cross between a flea and a firefly. They are slow moving and easy to snuff out. Don't waste any of your limited ammo; a couple of Power Beam shots will take care of them. Plazmites provide light, which is valuable in some areas. You may not always want to eliminate them.



Tangle Weed



Tangle Weed isn't dangerous; it's just a nuisance that slows down Samus. Shoot the Tangle Weed to retract them into the ground, which will allow you to travel through the patch unhindered. The Tangle Weed will reappear shortly; it can never be destroyed.

TIP

If you're low on Energy, shoot any crates you see. They often contain Energy or missiles.



When you enter Hive Totem, everything seems quiet. The slant of the room keeps at bay the toxic waters to the left. Avoid the waters on your way to the circular platform in the center of the room. Across the bridge is the Missile Launcher. Looks like a trap, doesn't it? Approaching the bridge sets off the mechanical device on the other side. The room fills with the dangerous water, trapping you on the platform just before the Ram War Wasps start to pour out.

BOSS BATTLE: HIVE MECHA



The Hive Mecha is the mechanized home of Ram War Wasps. The Hive Mecha's defenses consist of sending out its inhabitants to destroy the threat. The Ram War Wasps emerge in waves from the Hive Mecha across the now-sunken bridge. Because of their hive mind, the Ram War Wasps never travel or attack alone. They fly in a circular pattern around you until they are in position to attack. Once in position, they stop for a second before coming in and attacking together.



The best defense against these Ram War Wasps is to destroy them as fast as possible. During their fast circling, it's difficult to get a lock on them. You must turn with them while constantly shooting the Power Beam if you hope to tag a few while they're in motion. Hold down **[X]** while you turn so that you can adjust the height of your Power Beam. When a Ram War Wasp pops into view, pull on **[X]** to try to get a lock on one. Don't worry if you can't target any of them. Just keep shooting (while you rotate) at about the level they are flying until they get into their positions.

TIP

When the Ram War Wasps attack, they tend to knock you around a bit. Keep an eye on where you are standing on the platform after every wave of attack. Center yourself on the platform so that you don't get hurt by the water.

In the moment that they stop, make liberal use of **[X]** and your Power Beam to quickly target and shoot as many Ram War Wasps as you can. Each time a Ram War Wasp pauses to charge at you it will make a chirping sound. If you hear this sound, quickly scan for a stationary enemy. Once you finish off a wave of them, quickly turn to the Hive Mecha.



For a moment, the Hive Mecha is vulnerable as it prepares to spit out the next wave of attackers. You'll see a red spot in the center of the Hive Mecha, which is its weak point. Fire the Power Beam as rapidly as possible and watch the hive light up red as it takes damage. Deal as much damage to the hive as fast as you can. If you don't destroy the hive, the waves keep coming.

Repeat the same tactics for each subsequent wave of Ram War Wasps. Clear the Ram War Wasps and destroy their home. Your prize for defeating the Hive Mecha is a shiny new Missile Launcher.

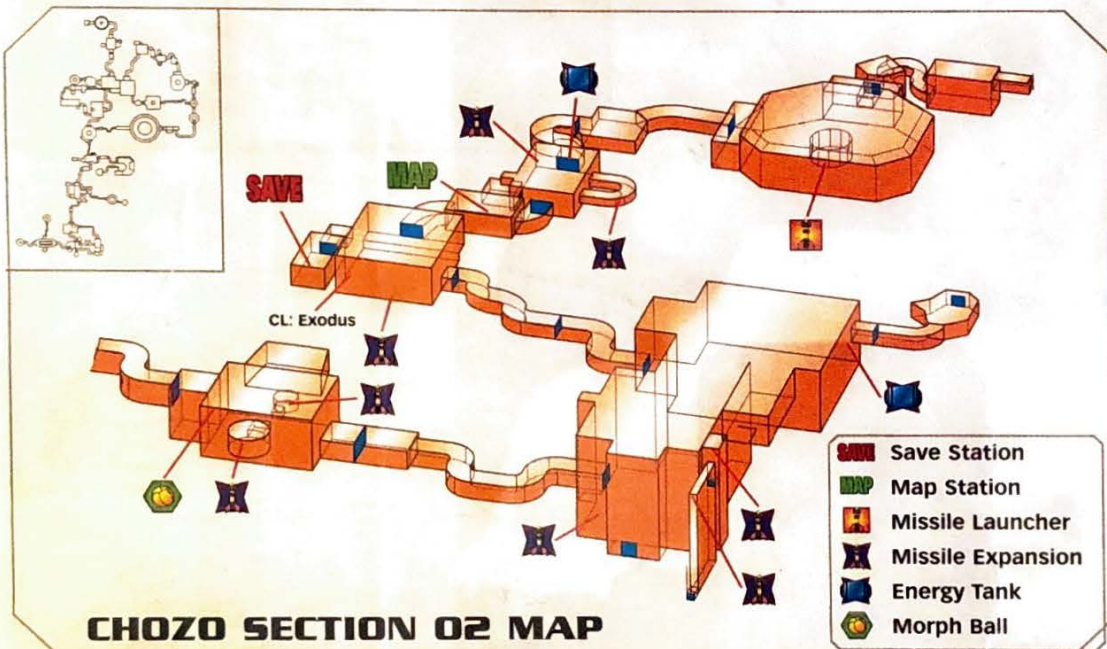


Congratulations! Press **[X]** to fire your missiles. With the Missile Launcher, you now can open doors that are locked by a Blast Shield. On the maps, these doors are gray.

TIP

With your newly-acquired Missile Launcher, you can access the next room. The Energy Tank in this room refills your Energy reserves and adds to its capacity by 100.

THE MISSILE LAUNCHER



Beetle's front side is invulnerable to all of your weaponry. The only weak spot is its red back side. The challenge is to get into position so that the Plated Beetle's soft side is exposed.



Stand in one spot, leaving room to maneuver on either side. The Plated Beetle will look like it's charging you, but it will stop just short. Stand your ground as it starts strafing from side to side. When you see its vestigial wings begin to shimmer, dash out of the way to the side by holding down **□** and tapping **○**.



You can now use your missiles to break the Blast Shield on the door in Ruined Gallery. The Map Station behind the door reveals the entire Chozo Ruins layout. Press **□** to call up the map. Areas you've visited are colored orange, and the unexplored areas are blue.



The other item is hidden in the walls. Use your Scan Visor to check out all the readings. This spot here seems to have some stress points that a concussive blast might lodge free. The Missile Expansion behind it increases your Missile Launcher's capacity by five.

CAUTION
Don't forget to take a moment at the Save Station to save your progress. It would be a shame to have to repeat all of the hard work you've done since the last save.



Back in the Main Plaza, dodge or destroy the Beetles that pop out of the sand. Shoot the Blast Shield off the door and proceed to the Ruined Shrine. If you're low on health, recharge at the Save Station and come back. You won't get the Morph Ball without a fight.



BOSS BATTLE: PLATED BEETLE



As you drop down into the pit, Beetles start popping out of the sand. Stay on your toes, because there are many. The trick here is to continue firing your Power Beam as fast as you can as you quickly tap **□**. (Tapping **□** retargets your aim so that you eliminate the nearest Beetles first.) While you're at it, don't forget to strafe, or you'll take damage from charging Beetles. Missiles are too slow.



The Plated Beetle appears after you've destroyed its little minions. Unlike the Beetles, the Plated

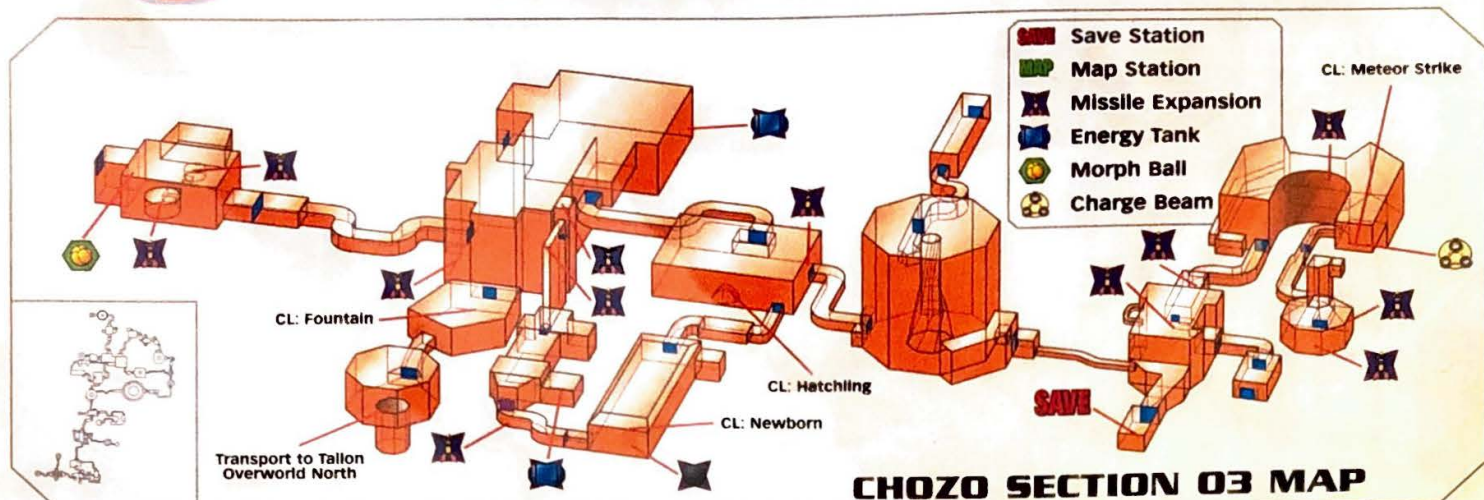


The Plated Beetle charges right by you and exposes its weak spot. Pepper it with your Power Beam while firing missiles at it. You will get only a few shots before it turns around again. No problem. Repeat the same strategy until its hind side is blown to bits.



After defeating the Plated Beetle, claim your Morph Ball. With it, you gain the ability to morph into a small ball and fit into tight places. Press **○** to turn into the ball and use **○** to move around. The only exit is through the round hole in the wall.

THE CHARGE BEAM



Return to the Main Plaza after saving your progress. Scale the rubble around the upper part of the Main Plaza to reach the tree bridge.

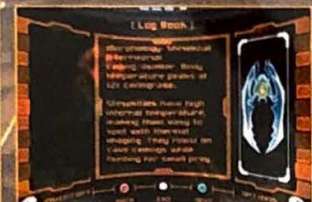


Once across the bridge and a few downed War Wasps later, go through the door and use the Morph Ball ability to squeeze through the tight spots.



When you reach the Ruined Fountain, shoot down the Plazmites and circle around the right side of the room. Ignore the first door for now and go through the second.

Shriekbat

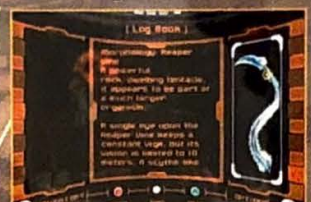


Shriekbats are aptly named for the sound they make when they attack. They usually hang upside down high on walls and charge you as you near them. Until you get the Thermal Visor, you can't target Shriekbats while they are hanging. You must either manually target them or wait until they are airborne to fire at them. Once the Shriekbats begin their dive-bomb attack at you, they can't change course. The Power Beam is quick enough that you can usually target and shoot each one before it reaches you. Add your dash maneuver while you're shooting, and any you miss will crash into the ground where you formerly stood.



The cylindrical Arboretum has a large tree running through its center. Eventually, you must climb to the top to reach a door up there. For now, navigate around the different platforms to the other door at the base of the cylinder.

Reaper Vine



Reaper Vines have sharp scythelike appendages that can slice and dice an opponent. These wild vines stick out of walls and flail wildly as you approach. Blast them near their tips to make them retract into their holes. Reaper Vines only stay in their holes for a short time when shot. There is no way to permanently destroy them.



Hang a sharp right once you enter the Gathering Hall to access the Save Station. As you leave the Save Station, head straight through the Blastcaps to the door on the far side. Just before you reach the Watery Hall, shoot a missile at the wall here to reveal a Missile Expansion.



In the Watery Hall, the large gate with the runic symbols is opened by scanning the four matching symbols scattered about this area.



Hop along the platforms floating in the toxic water until you see some Blastcaps. Blow them away, and the first symbol is revealed. Scan it and continue along the floating platforms until you can go no farther. The second one is on the wall here.

CAUTION

Some Reaper Vines here will knock you into the toxic water if you don't shoot them into the wall first. Once they're safely put away, be quick about passing through their platform.



Make your way back to the door where you came in. Jump up to the raised platforms and turn around to look at the entrance to the room. Just to the right of the door is the third symbol.



Just one more symbol, and the gate is unlocked. Work your way around the raised platforms until you reach the gate. The fourth symbol (it's huge) is to the right of the gate. Scan it, then scan the newly revealed symbol on the gate itself.

TIP

Don't forget to scan the rippling wall above the Charge Beam. Collect the Chozo Lore to fill your Log Book.



With the gate opened, the Charge Beam is now yours. Hold down **○** to charge up the beam, then release it to fire. You get your first chance to use your new weapon just to escape this area. So many Eyons appear that you can't put them all out with just the Power Beam. Unlike the Power Beam, a fully charged Charge Beam shot will destroy the Eyon for good.

THE MORPH BALL BOMB

CAUTION

Remember to save when you're in the Gathering Hall.



Back at the Gathering Hall, use the ledges and platforms lining the walls to reach the broken bridge above the room. Go through the door across the bridge and make your way to the Energy Core.



Right now, there's only one way that you can go through the Energy Core. Hug the wall to your left until you see a hole that only the Morph Ball can fit into. Roll through the piping until you reach the Burn Dome.

Stone Toad



Stone Toads like to sit in one spot and one spot only. You will never see these guys move. They are harmless unless you are in the Morph Ball form. If you get near a Stone Toad in Morph Ball mode, it sucks you up and tries to digest you. The only way out is to lay a bomb while you're inside or wait until it spits you out. Because you haven't picked up the Morph Ball Bomb yet, keep your distance from it when in Morph Ball form.

BOSS BATTLE: INCINERATOR DRONE



The Incinerator Drone pops out of the center of the Burn Dome just as the door behind you locks shut. You are trapped, and the only way out is to defeat this flame-spitting boss.



At first, the Incinerator Drone simply spits out flame from its two "arms" as it rotates. Avoid the flames by staying between the two jets of flame. Hold down **□** to keep the Drone targeted as you circle the perimeter of the room.



The Incinerator Drone's weak spot is the red orb that pops out of its shaft. You must position yourself so that you are directly facing the red orb. Shoot it with missiles or your Power Beam until the Drone starts to malfunction. When it does, it draws the orb back into its shaft, making it invulnerable to attacks.



When the Incinerator Drone malfunctions, it shoots flame up to the War Wasp Hive above it. The Barbed War Wasps inside don't like this and begin to come out. Keep an eye on the Incinerator Drone as you snipe the Barbed War Wasps coming out of the hive. Eventually, the malfunctioning Drone starts up again.

Barbed War Wasp



Barbed War Wasps only appear in the boss battle with the Incinerator Drone. Their hive sits directly above the Incinerator Drone. The Barbed War Wasps get upset when the searing heat from the malfunctioning Drone reaches their home. Barbed War Wasps can shoot their barbed stingers a great distance and regrow them in seconds. It's best to destroy them as they are coming out of their hive. The Power Beam is the most effective weapon here because of its speed.

NOTE

If you don't shoot the red orb in time, it will retract. If you let it retract, you'll have to wait until it pops up again, all the time defending against flames and Barbed War Wasps.



Stand in one spot against the wall as the Drone starts up its flames again. This time, the flames will be lopsided. If you stand far enough away from the Drone, you can ignore the high flame stream; it passes over your head. You can jump the low flame stream. Concentrate on shooting at the Barbed War Wasps while jumping the low flame.



When the red orb pops up again, position yourself to fire at it. The faster you damage the orb so that it malfunctions, the less you're likely to be hit by the flame.



You must perform this process a total of four times before the Incinerator Drone is finally destroyed.



You've got it! The Morph Ball Bomb is used when in Morph Ball form. Tap **ⓐ** after you roll into the Morph Ball, and you lay a small bomb. There are a lot of uses for the Morph Ball Bomb later on. For now, just know that you can break Sandstone or Talloric Alloy objects.

TIP

Before you leave the Burn Dome, lay a bomb next to the wall blocking this hole. Behind is a handy Missile Expansion.



THE VARIA SUIT



On your way out of the Burn Dome, make a stop by the Stone Toad you passed up earlier. Now that you have the Morph Ball Bomb, morph into the Morph Ball and let it eat you. Once in its belly, tap **ⓐ** to drop a bomb and reveal another room.



In this room, lay a bomb just underneath this Morph Ball slot. The explosion from the bomb will put you right into the slot. Lay another bomb while in the slot to activate the switch.



The Morph Ball slot drains the water in the center area, but only for a limited time. Stay in the Morph Ball form and roll out of the small opening in this room. You land in the freshly drained room, in plain sight of the next Morph Ball slot. Quickly activate this one the same way.

TIP

The drained room stays drained only until the timer runs out or you activate the second slot. The platforms raised by the second slot only stay raised for a limited time or until you activate the third slot.



The second Morph Ball slot raises a series of platforms that lead to the little window. You can see the window from the second slot. Once raised, you must jump from platform to platform to reach the window. Beyond it is a third Morph Ball slot that raises the last set of platforms.



Go through the door and continue on. There are a few different ways to go, but only one that you can access right now. Through the piping, you land in an opening with an Energy Tank. Energy Tanks permanently increase your Energy capacity by 100.



Return to the Arboretum, making sure to save along the way. The gate at the top of the area must be activated by scanning four runic symbols. The first one is hidden underneath the Venom Weed near the toxic water. Shoot the Venom Weeds to make them retract and reveal the symbol. Scan it and start making your way up the different platforms and ledges.

Venom Weed



Venom Weed is a toxic form of the Tangle Weed. The Venom Weed slows you down as it poisons you. Shoot it to make it retract into the ground before passing through a patch.



The next symbol is on the tree, near the wooden bridge.

CAUTION

Be wary of the War Wasps in this area. They can easily knock you off your perch and into the toxic waters below. Use your missiles to destroy the hives so that they don't keep coming.



The third symbol sits next to one of the stairs on the ledge.



The last symbol is on the tree right next to the gate. Get up to the gate and look at the tree.



Lay a bomb at this structurally weak section of the wall. When it blows, it reveals an opening just big enough for a Morph Ball to fit through.



If you're low on Energy, bust through the crates in the following passageways for a fill-up. You'll need all the Energy you can hold for the next fight.

A few things have opened up for you now that you have the Missile Launcher, Morph Ball, and Morph Ball Bomb. You don't need to go back and get the following items right now, but they certainly make the fight with Flaahgra much easier. Later on, you'll need all the pick-ups that you can get, so you might as well grab these items now.

Missile Expansions

Ruined Shrine



Remember the Ruined Shrine? That's where you fought the Plated Beetle to receive the Morph Ball. In that arena is a small covered hole. Lay a bomb and roll on through to pick up a Missile Expansion.

Ruined Nursery



Inside the wall in the Ruined Nursery is a mazelike indentation blocked by some structurally weak stone blocks. Enter the indentation first at the lowest point and destroy the bottom block with a bomb. Once the indestructible block above it drops down, drop out of the maze and reenter it at the opening on the ledge. With the indestructible block out of the way, you can now reach the Missile Expansion at the end of the maze.

Ruined Gallery

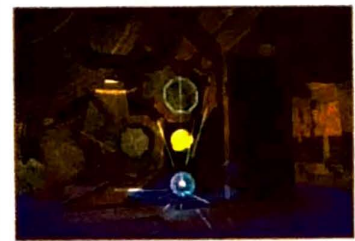


Use the Morph Ball Bomb in the Ruined Gallery to be popped up into this raised little hole. The small piping loops around and lets out on the other side of the room. Inside is another Missile Expansion.

Vault



To access the Vault, go past the little room beyond Hive Totem and hang a right at the elevator. Getting the Missile Expansion out of the Vault requires some precise timing. You must lay a bomb in front of each of the first two locks to clear away the stone. Lay a bomb in midair to clear the second lock's stone.



The third lock is the tricky one. It is too high for you to reach with a single Bomb Jump. You must lay three successive bombs at precise times to reach it. Position yourself in front of the hole and lay the first bomb. Just before the bomb explodes and pushes you up, lay the second bomb. As you near your peak from the first bomb, lay the third bomb in midair. The idea is to time it so that as you land from the first bomb, you are immediately popped up by the second. By the time you reach your peak from that second bomb, the third bomb in midair will pop you up to the previously unreachable height. This takes a little practice, but you must learn this skill; you must perform this maneuver later on in more dangerous situations.



Dynamo



In the room where you picked up the Charge Beam is a hole that can be accessed with a Morph Ball Bomb. At the end of the tunnel is a room with two Missile Expansions, but you can reach only one. Use a missile to destroy the metal structure blocking your path to the Missile Expansion.

Energy Tank Plaza Access



Plaza Access is the one that leads from the Vault into the Main Plaza. However, it is too high to reach from the Main Plaza, so you must enter it from the Vault. There's no puzzle to reach it; just go to the end of the tunnel and there it is.



BOSS BATTLE: FLAAHGRA



Flaahgra is a huge mutant plant that's been making all the water around here toxic. To destroy this evil poisonous plant, you must first disconnect it from its source of energy: sunlight. Once its sunlight is cut off, Flaahgra becomes inactive long enough for you to lay a bomb in each of the four tubes running from its base.



To cut off Flaahgra's sunlight supply, you must use your Charge Beam or fire a missile at the glowing red orb at the base of the reflectors. When you hit it, the reflector is knocked out of commission. After you knock the first one down, Flaahgra retracts its roots from the four tubes at the base.

The most effective way to reach the reflector is to hold down to lock on to Flaahgra. This way, you can strafe around to the reflector while you shoot Flaahgra. Although your shots won't hurt Flaahgra, your missiles and Charge Beam will stun it for a short time.

TIP

If you use missiles to stun Flaahgra, make sure you wait for it to recover before shooting another one. Hitting Flaahgra while it's already stunned only wastes missiles.



Once Flaahgra is down, quickly morph into the Morph Ball and roll down one of the tubes. When you reach the end of it, lay a bomb to destroy that part of Flaahgra.

After the first tube is destroyed, two reflectors are knocked into place. You must now repeat what you just did, except this time there are two reflectors to shoot at. The tricky part now is to knock the second one before Flaahgra gets a chance to flip the first one back.



To accomplish this, hold down to lock onto Flaahgra and begin to strafe to one side; strafing is much faster than running, and this keeps you focused on Flaahgra while you circle the area. Keep your Charge Beam ready to fire at Flaahgra every time it comes to. When you reach a reflector, fire the Charge Beam at the red orb to knock it back.



Once the first reflector is down, continue along the same pattern to the next one. It is crucial that you continue stunning Flaahgra. If you fail to stun it, it will knock the previous reflector back up, and you'll have to start over.

When you successfully knock down both reflectors, you must find a nearby tube and blow it up from the inside. When you blow up the tube, both reflectors are reset, in addition to a third one. Use the same technique to knock back the three. Once that is done, all four reflectors are reset, and you must do it all over again.

TIP

Keep a steady strafe around Flaahgra as you go for the reflectors. As long as you keep it stunned from your Charge Beam, it can't knock back the reflectors already hit.



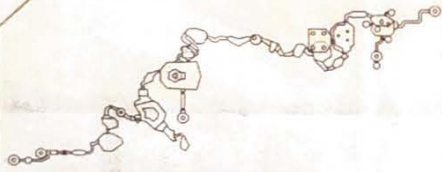
The fight is finally over when the fourth and final tube is blown up. Your prize for defeating Flaahgra is the Varia Suit.

NOTE

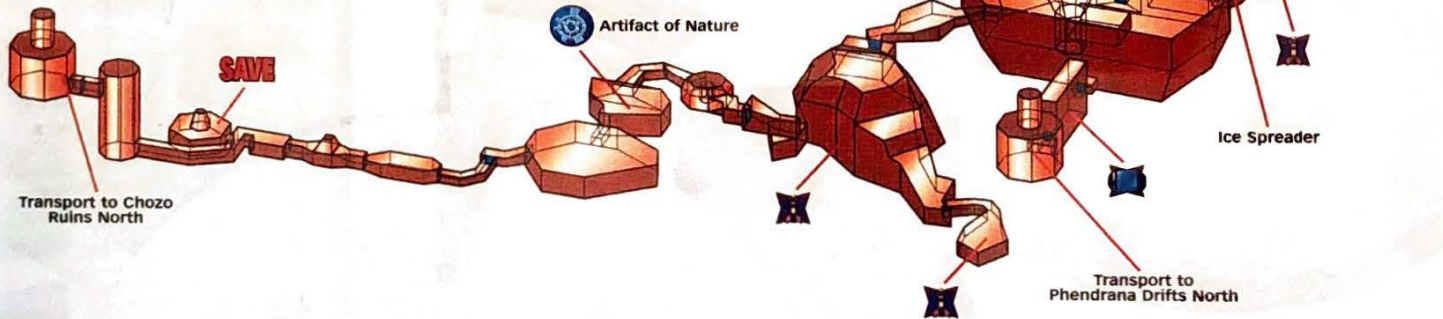
With the Varia Suit, you can now safely explore Magmoor Caverns, a place that was too hot to go to without the proper gear. Note that although the Varia Suit will protect you from heat, it can't protect you from lava.



Magmoor Caverns First Visit



- Save Station
- Artifact of Chozo
- Missile Expansion
- Power Bomb Expansion
- Energy Tank



MAGMOOR SECTION 01 MAP

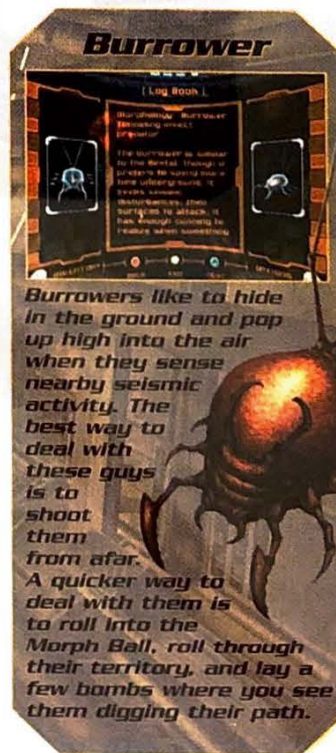
COLLECTING THE GOODIES



When you enter Magmoor Caverns from Chozo Ruins, you are only a few tunnels away from a Save Station. Magmoor Caverns is teeming with deadly molten lava; forgetting to save could mean repeating a lot of hard work.



Moving forward out of the Save Station to Lava Lake, you encounter your first enemies in Magmoor. You've seen the Shriekbats shrieking toward you before, but the Grizby on the floating platform is a new foe. Missiles are the only effective weapon against Grizbies. The flames coming out of the two pipes are lethal and can push you into the lava. Wait for each one to stop before skipping on to their respective platforms.



When you reach Lava Lake, you find out what a Magmoor is. The fire-breathing serpent lives in lava and attacks you as you near its habitat. Keep your distance and destroy it with a few shots from your Charge Beam.



Grizbies are small armored creatures that roam the rocks around Magmoor Caverns. They aren't aggressive creatures and like to patrol in set patterns. They are indestructible to everything but missiles.



Magmoor

[Log Book]



Magmoors are dragonlike creatures that live in the molten lava of Magmoor Caverns. They emerge out of the lava and shoot flames out of their mouths as you near them. Magmoors are most susceptible to cold attacks, but heavy-damage weapons such as Missiles and the Charge Beam are also effective. Their flame breath has a limited range, so if you stay out of reach, you can send the Magmoors back to their fiery depths with ease.



The type of floating platforms found in Lava Lake exist in other areas of Magmoor Caverns as well. They cannot carry much weight for very long. Once you jump onto one, you must quickly jump to the next before the first begins to slowly sink into the lava. Destroy all the Puffers from the safety of the shore so that you are not forced to fight on these platforms. You should destroy the second Magmoor in Lava Lake from the permanent ledge against the wall.

TIP

Remember to use the Charge Beam to suck up any Energy or missiles left hanging above the lava. Simply point the Charge Beam toward an out-of-reach Energy or missile power-up to suck it in.



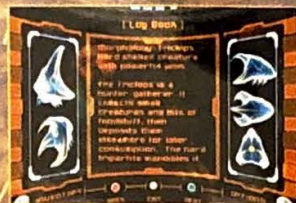
Lava Lake is divided into two separated sections. On the opposite shore of the first section are some crates that hide a weak sandstone wall. To get through, lay a Morph Ball Bomb and roll on through. There are a total of two such walls to blow up before you emerge in the second section.



The second section of Lava Lake just has a few Puffers. Plow through them and move on to the Triclops Pit. On the way, you must turn into a Morph Ball and roll under the grating. You can deal with the Triclops by laying a few Morph Ball Bombs behind you.

Triclops

[Log Book]



Triclops are tiny creatures with powerful jaws. When you are in Morph Ball mode and wander in front of them, they pick you up and deposit you in inconvenient places. Lay a few bombs in your wake, and they will pick the bombs up instead of you. When the bombs explode, so do the Triclops. If you become caught in their jaws, you'll take some damage. Roll the around to dislodge yourself from its mandibles. As soon as you're free, lay a few bombs so that they pick them up and explode.



Once in the Triclops Pit, destroy all the Puffers you can target from the entrance. Drop down and go underneath the ledge into the cave below. As the Morph Ball, you can access the pipe that takes you under the grating of Triclops Pit. Blow up the Triclops down there and hug the wall to your right. The pipe leading out leads to another cave where you can pick up a Missile Expansion.

NOTE

Your visor gets steamed up from the vents in this area. It doesn't hurt, but the condensation does obscure your view for a moment.



Get out from underneath the grating and back to near the entrance. Be sure to destroy all the Puffers above the floating platforms, then skip your way across to the far side.





Don't go storming blindly into Monitor Station. There are four Auto Defense Turrets in here that can rip you to shreds. As you enter, you can target and destroy three of them with your missiles. Look for the green lights of the turrets in the structure in the center of the area. There is one centered in front of you and two on the left side. A couple missiles will destroy each.



With three out of the four turrets destroyed, it's safe to make your way to the door on the left side of the area. Through the door, you pass through a few tunnels and some flame-spitting pipes from the ceiling.



At the next open area, destroy the crates so that you can jump over to the small ledge. From the ledge, take care of the Magmoor that pops up, then jump over to the Triclops. You can access the open pipe there by performing a Bomb Jump.



When you come out of the pipe on the other side, shoot the crates and roll along the ledge to reach the series of platforms. Use Bomb Jumps to get up to the suspended path above. Follow the path very carefully; fall off, and it's a painful swim back to shore.



A Missile Expansion awaits at the end of the suspended path. After claiming it, drop to a small ledge with guarding Triclops. From here, you can jump over to the open pipe you entered earlier. Retrace your steps to Monitor Station.



When you enter Monitor Station, you find that the Auto Defense Turrets you destroyed earlier have been repaired. Two of them are now pointed at the door you enter from. Duck in and out of the open door and launch missiles at the turrets to destroy them. Once those two are destroyed, you can safely enter the area and destroy the third one on the right.



The fourth Auto Defense Turret is on the left side of the center structure. You can safely destroy it once you jump over to the center structure and look up at it from below.




Use the floating platforms to access the ledges surrounding the center structure. From this ledge, you can jump onto the broken catwalk of the center structure. Follow the catwalk and cross the bridge that leads to a door.



Through the Morph Ball hole, you reach a vertical maze of tunnels and blocks. There is an Energy Tank hidden at the top of this maze. You can't reach it or even see it until you perform a Double Bomb Jump.



Position yourself over this box. Lay a bomb and wait until just before it explodes before laying the second. When the first bomb explodes and pops you into the air, immediately lay a third bomb in midair. By the time you drop down to the ground again, the second bomb should pop you right back up, just in time for the third bomb to knock you up even higher. At the peak of your jump, move the  to the left to grab the Energy Tank.



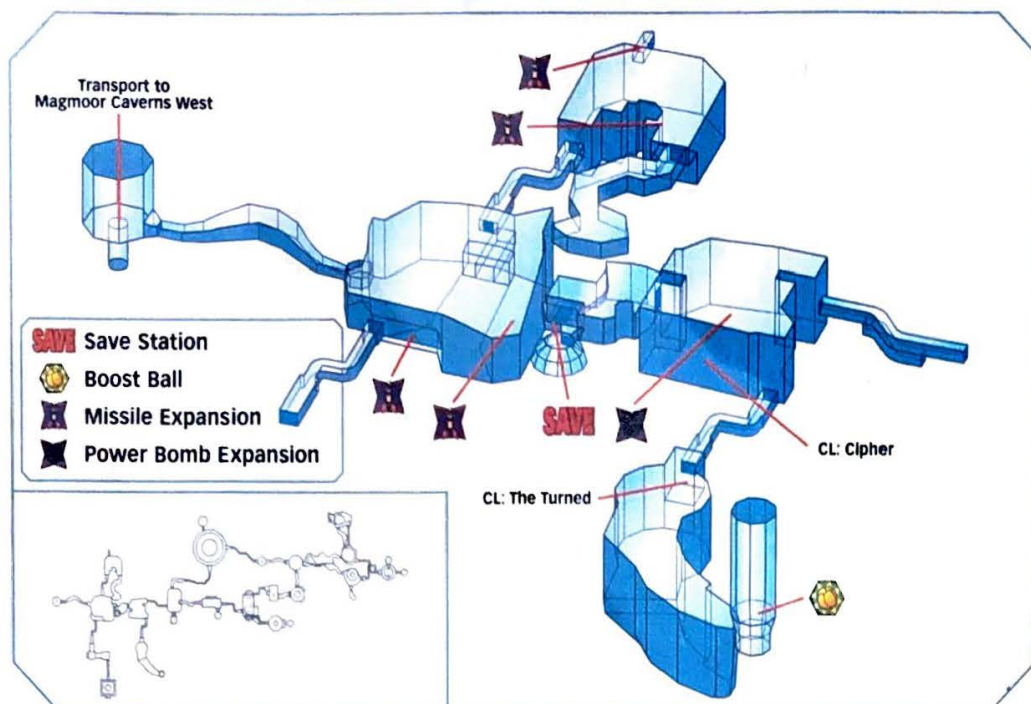
The box where you position yourself for the Double Bomb Jump is destroyed after two detonations. The lava below makes it a dangerous maneuver. Fortunately, the box regenerates after a short time, and you can try again. Perfect the Double Bomb Jump at this spot so that you minimize your chances of being burnt.



Continue past the vertical maze and into the Transport to Phendrana Drifts. Activate the elevator by scanning the switch, and walk through the hologram to set it in motion.



Phendrana Drifts First Visit



PHENDRANA SECTION 01 MAP

THE BOOST BALL



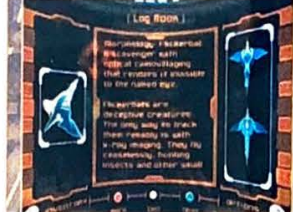
Leaving Magmoor Caverns, you enter Phendrana Drifts for the very first time. This icy land is home to some of Tallon IV's nastiest indigenous creatures, such as the Sheegoth. Don't break out your winter jacket just yet, though. You won't be staying long.



Head through the icy cave and destroy the ice walls with your missile. The cave leads to Phendrana Shorelines, a large area with a river of icy water cutting through the middle.

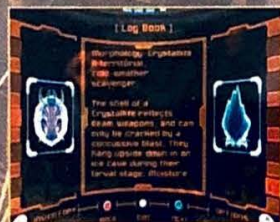


Flickerbat



Flickerbats fly at such amazing speeds that they're difficult to see without the aid of an X-ray Visor. As they zoom around in circles high above the ground, they sometimes slow momentarily, which gives you a split second to lock on and fire. In most cases they won't pose a threat to you, but when trying to pass them during a series of jumps, you must pick them off before making your crossing. Try to manually target them and use a weapon with a high rate of fire, such as the Power Beam.

Crystallite



Crystallites are tiny little creatures that would seem almost harmless if not for their rigid ice carapace. They crawl around on frozen surfaces and give little thought to their surroundings. Although they aren't hostile creatures, they can cause damage to Samus should she accidentally step on one while crossing their territory. Crystallites are invulnerable to all weapons except for missiles and the Plasma Beam.



Directly across from your position is a Save Station. Make good use of it before venturing farther.



Look to the right as you leave the Save Station to see a large metal gate in a small channel. Blast the grate with a missile and roll over the snowdrift behind it. Scan the panel on the wall to unlock the door overhead.



Look for a series of small ledges above the Save Station. Use these to reach the door you just unlocked. The tunnel behind it leads to Ice Ruins East.



Scatter Bombu



In narrow halls you'll often encounter this menacing electrical creature. These unusual beings emit three static beams that connect with nearby walls as it spins in circles and travels back and forth down the hall. This creates an obstacle early in the game, which you can bypass in Morph Ball mode. The Wave Beam is the only weapon able to destroy a Scatter Bombu, so until you locate that, you'll have to skirt through its spinning trap.



As you leave the tunnel, you come face-to-face with a fearsome sight. Two Baby Sheegoths are waiting in the snow and they won't be pleased to see you. You can easily avoid this battle by running past the babies and jumping onto the ledge to the right.



Hop up to the top and follow the ledge steadily to the left, and it will lead you to the Plaza Walkway, which returns to the Phendrana Shorelines.



Stay on the high ledge over the Phendrana Shorelines and continue through the next door to Ice Ruins West. Again you're faced with two Baby Sheegoths, but you can quickly cut past them to the door in the far right corner if you act fast.



Baby Sheegoth



The only thing more fierce-looking than a Sheegoth is one of its toothy offspring. Though considerably smaller than their parents, these bull-sized beasts are far from harmless. They love to charge at their prey and often attempt to freeze potential meals in their icy breath. The best strategy is to lock on to your enemy and strafe around behind it. Their only weak spot is the ice dome on their backs. Use a charged Power Beam shot to destroy the ice, then you can pick off the creature with just a couple more pecks. Once you have the Plasma Beam, these creatures will be little more than a nuisance, but for now they present a worthy challenge.

Ice Burrower



Much like their warm-blooded cousins found in Magmoor Caverns, these creatures can be found scurrying through the snow while waiting for would-be victims. Either scatter Morph Ball Bombs around their tracks, or wait for them to pop out of the snow and blast them with your Power Beam, or your Plasma Beam later on in the game. They're easy to avoid, which is often the best option.



Through the next tunnel, you enter Phendrana Canyon. At the far end sits a tower containing the Boost Ball upgrade. Drop to the canyon floor, then climb the icy slope on the right to find a switch on a ledge. Scanning the switch aligns a long line of platforms to the tower.



Hop across the platforms and move quickly. If you hesitate, the platforms will collapse under you and you'll fall. In such a case, you must return to the switch, reset the platforms, and try again. When you reach the tower, you can grab the upgrade without so much as a fight.



The Boost Ball upgrade allows a quick Speed Boost when in Morph Ball mode. The valley below is U-shaped and is commonly known as a half pipe. Using the Morph Ball and Boost Ball, you can rocket up the right side of the valley to the ledge above. Use the Speed Boost by holding \odot for a moment and then letting go. Immediately begin charging another Boost, and as you near the opposite side, Speed Boost again. You'll go higher than before. Repeat these steps until you can reach the ledge.

TIP

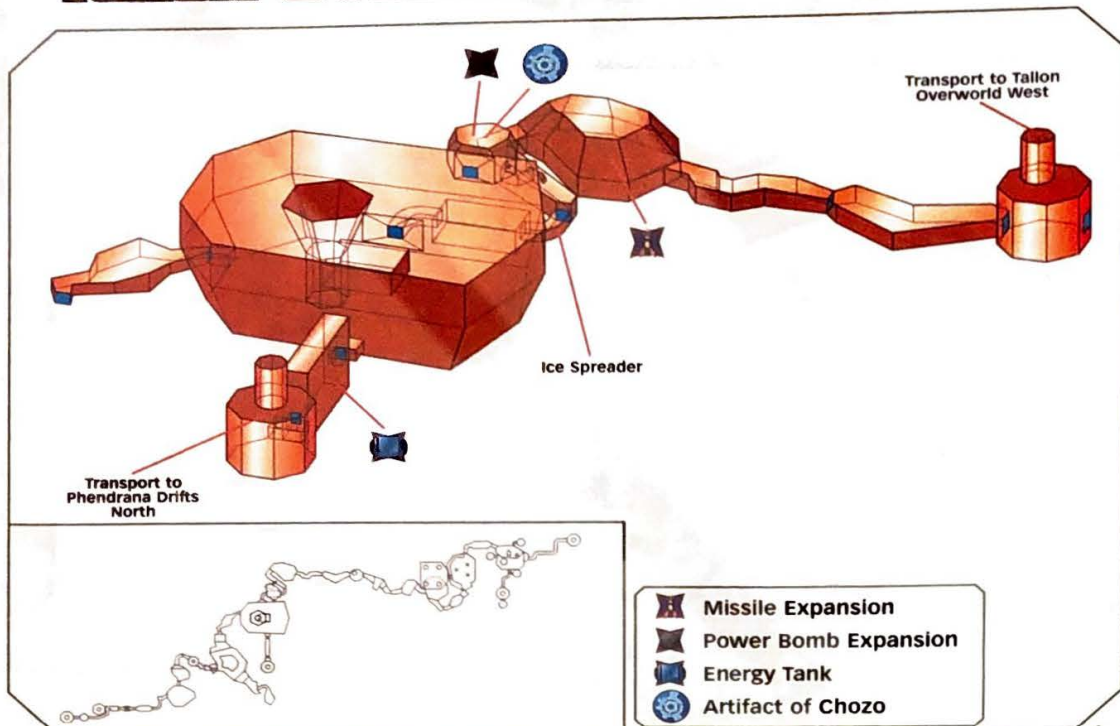
When using the Boost Ball upgrade in a half pipe, you'll find that proper timing is very important. In order to gradually increase the height of each roll, you must Boost just as you begin to go up each side. As soon as you use a Boost you should always begin to charge another, or you won't gain as much height as possible.



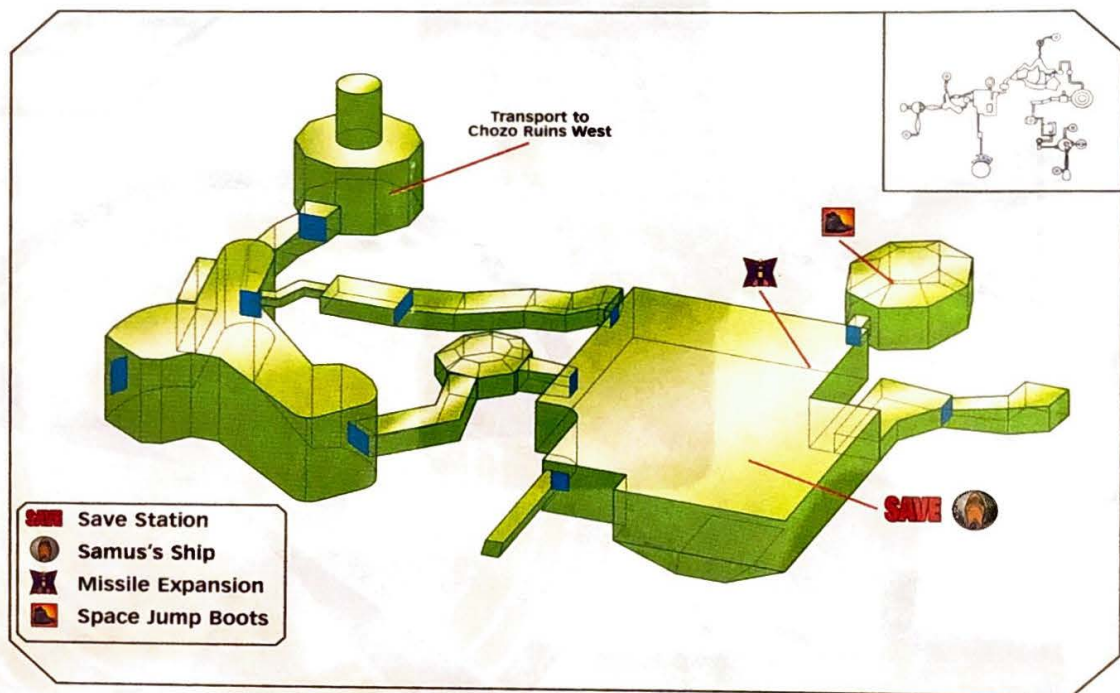
Leave the canyon and backtrack to Phendrana Shorelines, and then to the transport leading back to Magmoor Caverns West.



Tallon Overworld Second Visit



MAGMOOR SECTION 02 MAP



TALLON SECTION 02 MAP

THE SPACE JUMP BOOTS



As you reenter Magmoor Caverns, you come back to the Monitor Station. This time you're going to take a slightly different path to get to Tallon Overworld, where a half pipe structure has been detected.



Fight your way through the Monitor Station and into the tunnel directly across the room, which leads to Fiery Shores. Being careful of the flame geysers, jump across the lava to a pipe in the wall below a Triclops. Bomb Jump into the pipe, and it will safely lead to the Transport to Tallon Overworld West.

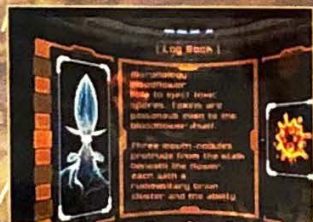


You exit Magmoor to find yourself near the Root Cave. As you pass through Transport Tunnel B, be sure to check under the stone bridge. It may look dangerous, but it isn't. Sitting below the bridge is a Missile Expansion.



Continue into the Root Cave. A horde of Beetles attacks you. Ignore them and hop up the roots on the opposite side of the Beetle pack. Now you must make several treacherous jumps over small ledges to reach the door leading to Tallon Canyon.

Bloodflower



These giant plants emit a deadly toxin, which is harmful to anyone who draws too close. The Bloodflower also shoots balls of poison at nearby enemies. The poison balls travel slowly and can be shot out of the air. Doing so not only saves you from taking damage, but it causes a small lick of flame to fly back into the Bloodflower, which burns it to a crisp. This is the best way to eliminate these evil flowers, but later in the game, the Plasma Beam is equally effective.

TIP

Be sure to eliminate the Zoomers sitting on the ledges before you jump. They don't require much effort to eliminate, and it will save you from taking some damage or even falling off.



Drop to the floor of Tallon Canyon to find the half pipe that you passed through before on your way to Chozo Ruins. After clearing out the Beetles, use the Boost Ball to rocket up to the ledge above the half pipe.



Follow the ledge around and find a series of Sandstone walls. Destroy them with Morph Ball Bombs and follow the tube back to the Landing Site.



Hop across the ledges, but avoid falling to the ground below. This takes you to the alcove overlooking the Landing Site. The alcove contains the Space Jump Boots. With this latest upgrade, you can perform double jumps, which allow you to reach higher places and make longer jumps easily.

TIP

To use the Space Jump Boots, jump normally by pressing **○**. Once you're in the air, tap **○** a second time to perform a second jump.



Once you have the Space Jump Boots, return to the Landing Site and make a quick stop at Samus's ship to save, restore energy, and reload. Before we head back to Phendrana Drifts, we should take a moment to explore more of Tallon Overworld.

THE ARTIFACT OF TRUTH



Near the ship is a waterfall. A small ledge runs past the waterfall to a door above and into the Temple Hallway. Find your way up and enter the hall, but be ready for some nasty resistance. Three Seedlings cling to the ceiling, and they can rip you to shreds if you don't act quickly. Lock onto each one and pepper it with your Power Beam.

Seedling



These plantlike creatures look like blue shrubs that slither and slide along nearly any surface. Though they don't appear to be much of a threat, they can shoot their dorsal spines, which home in on nearby enemies. Practically any weapon is effective against them. Just be sure to shoot quickly when you see one, because their attacks are very difficult to avoid.



The hall leads you to the Chozo's Artifact Temple. This large statuary holds a powerful creature at bay. In the center is the first Chozo Artifact, the Artifact of Truth. Each statue is counterpart to a Chozo Artifact. There are 12 in all. Once you've found them all, you'll be able to break the statuary's seal and battle the evil held within. Scan the statues to get hints about the locations of each Artifact.

TIP

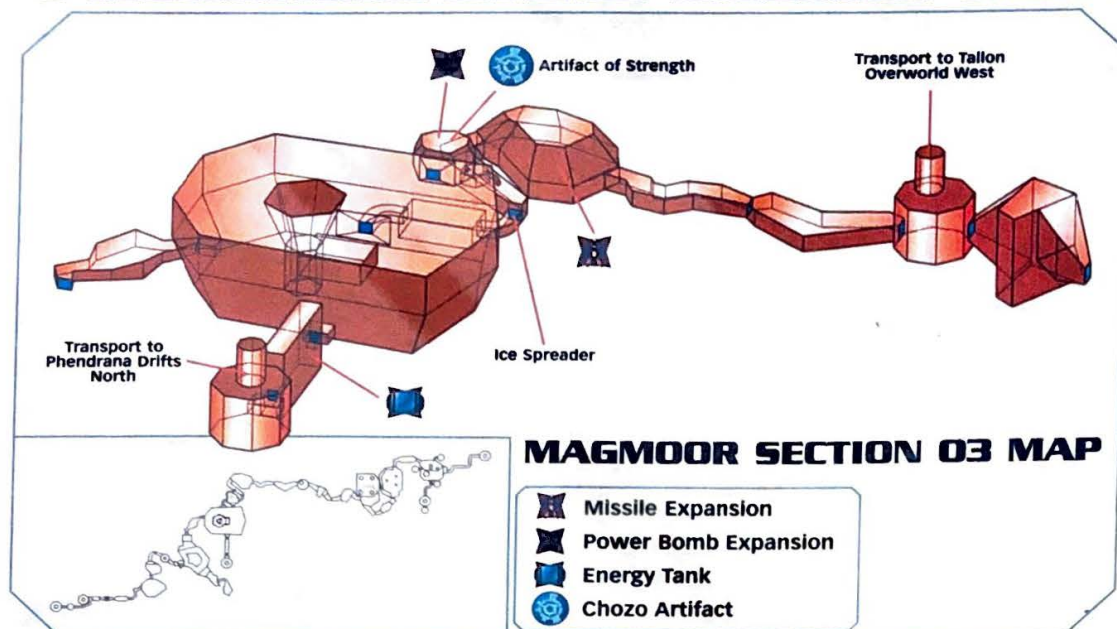
You'll notice that not all of the statues provide hints at this time. Don't worry; as you find the first five Chozo Artifacts, other hints become available.



Now you're ready to get back to work. Head back to Magmoor Caverns by way of the Transport near Root Cave.



Phendrana Drifts Second Visit



THE ARTIFACT OF STRENGTH



On your way back to Phendrana Drifts, you make one quick stop in Magmoor Caverns to collect the second Chozo Artifact. Head to Monitor Station and climb to the top floor of the central structure. You must use the Space Jump Boots to leap up from the second floor to the third via a small platform near the exit to Transport Tunnel A.



On the top floor of the structure is a Spinner plugged into a large console. Enter the Spinner and use the Boost Ball technique to raise the bridge to the side.



Double jump from the end of the bridge over to the ledge against the far wall.



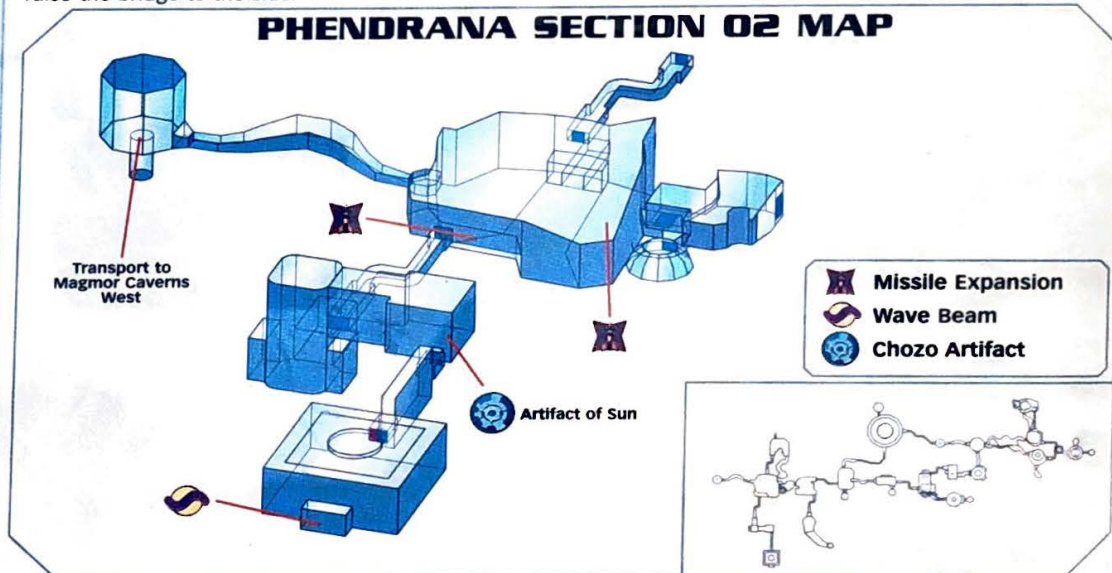
Follow the ledge around, which leads you to the Warrior Shrine. There waits the Artifact of Strength, your second Chozo Artifact. Return downstairs and move on to Phendrana Drifts; use the Transport to Phendrana Drifts North (off the second floor of the structure in Monitor Station).

THE WAVE BEAM



Upon entering Phendrana Shorelines, be sure to make a quick stop at Save Station B, and then you're ready to tackle the Chozo Ice Temple.

PHENDRANA SECTION 02 MAP



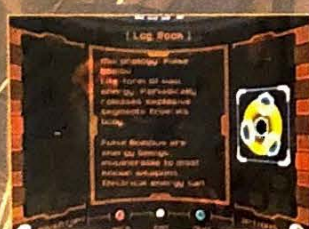


Hovering over Phendrana Shorelines are several icy platforms. You can reach them only by double jumping from the ledges above Save Station B. Hop onto the nearest floating platform, double jump to the next, and finally to the huge Chozo Ice Temple.



The first hall is filled with Scatter Bombus and Pulse Bombus. You still don't have the weaponry to defeat these electric menaces, so use your Morph Ball to quickly fly past them for now.

Pulse Bombu



pass by them, shoot them with your Wave Beam or roll past between bomb drops.

Pulse Bombus are floating electrical creatures invulnerable to most known weapons. The electric field they produce can cause your visors to malfunction if you get too close. The only weapon that can destroy them is the Wave Beam. Unlike the related Scatter Bombus, Pulse Bombus drop pulse bombs. To



Once you're past the Bombus, you enter the Chozo Ice Temple. Unfortunately, a Baby Sheegoth has taken up residence in the hall, so you'll have to deal with it first. This is a tight area, so strafing is difficult. Move close to the Baby Sheegoth and quickly slide behind it to deliver the fatal blow.



The hall goes up at the end, and stone ledges are on both sides. Jump from ledge to ledge to reach the top. When necessary, pick off the enemies crawling on the walls.



Ice Parasite



Ice Parasites have adapted to the frigid environment of Phendrana Drifts. Like the rest of the Parasite family, shoot them quickly with your Power Beam before they get a chance to reach you. If in Morph Ball mode, you can roll right by them without taking much damage before they settle on the floor.



A gate adorned with a statue of a Chozo Shaman blocks the path at the top of the hall.



Scan the busts in the hall to find the bust of a Chozo Shaman. Destroy the bust with a missile to reveal a Morph Ball slot. Bomb jump into the slot and set off a bomb to unlock the gate.

TIP

Take note of the frozen statue near the locked gate. This statue holds an important secret that you won't be able to access until you've found the Plasma Beam much later in the game.



Enter the Chapel Tunnel in Morph Ball mode. Stone columns block the path. Blast through the blocks in the floor and drop down. Set two Morph Ball Bombs next to each column to clear the path overhead, and you'll be able to enter the Chapel of the Elders.



Inside the chapel you find a welcome sight. The Wave Beam upgrade sits on the opposite side of a large room. Don't get too excited; as you near the Wave Beam, it is pulled into the ground and you are attacked.

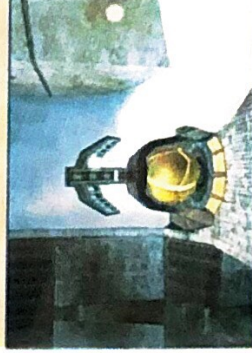
BOSS BATTLE: SHEEGOTH



In each corner of the Chapel of the Elders is a square room. As the battle begins, two of these rooms are destroyed and a Baby Sheegoth emerges from each. These enemies are easy to defeat, because there's a lot of room to strafe and dodge. Whenever you defeat one of the Baby Sheegoths, another appears from one of the remaining rooms. Four in all must be eliminated.



Double jump from the stalactite to the stone passage above, then follow the roofs around to the Wave Beam door, which leads to the Ruined Courtyard.



Before doing anything, look up and pick off the Flickerbats flying overhead. They'll get in your way soon if you don't. Look around the base of the canyon to find two Spinner devices. Activate them both with your Morph Ball and Boost Ball combo. This opens several large aqueducts high above.



Hop up the snow ledges to find a Morph Ball slot. Bomb jump into the slot and use a bomb to activate it. The area fills with deep water and raises several platforms to your level, which you can use to cross the water.



Quickly cross the platforms to the opposite side, and you see a Morph Ball tunnel in the nearby wall. Pop into the tunnel, and you

fall to a room containing an Energy Tank. Drop into the hole in the floor to get back to the main room.



Activate the Morph Ball slot a second time, then cross the platforms and wrap around the center structure to find ledges leading up to the top. To your right is Save Station A. Use it before moving on.



Hop across the gap and pass through the Wave Beam door to reach the Research Entrance. As you enter the room, a Sentry Drone detects your presence and alerts several Space Pirates, who will quickly come to intercept you. Stay near the entrance and use your missiles to pick off the Space Pirates. Also be aware of a turret in the center of the room, which can play havoc on the unwary.



Normally, these pirates have access to cloaking technology, which allows them to become nearly invisible to the naked eye. You can use a Thermal Visor to make them easy to detect and target, but during your first encounter, this enemy's cloaking device must be malfunctioning. Shadow Pirates only use close-range attacks, so try to keep your distance and keep backing up to dodge their attacks.

Space Pirate



These aren't anything like the injured Space Pirates you fought back on the Space Pirate Frigate. They're healthy and ready to take you down. Don't toy with them. Use your missiles and Charge Beam to quickly rip them apart. A good strategy is to hit the enemy with a charged shot, then quickly follow with a missile for a devastating one-two punch.

Sentry Drone



Sentry Drones protect Space Pirate buildings by locking intruders in corridors and then quickly exterminating them. They're extremely vulnerable to the Wave Beam, which you should always use. Once the Sentry Drone is destroyed, the doors are unlocked and you can move on. There's no way to bypass these battles, because you're locked in with the enemy.



After the battle, you find a Map Station on the bottom floor. Download the map and head to Research Lab Hydro.

TIP

The Space Pirate labs contain lots of Pirate Data. If you're trying to fill your Log Book, be sure to check every computer screen. Those with red icons are usually Pirate Data or some sort of critical action, such as an elevator switch.



Continue through the lab to the Observatory. You must defeat five Space Pirates in the Observatory. Once they're gone, a switch appears on the console at the bottom of the room.



Scan the switch to begin activating the holographic projector in the center of the room. A Morph Ball slot appears on each side of the room, one at a time. Jump up to each slot and activate it with a Morph Ball Bomb.



Next you must use the four Spinners on the floor to lock the projector's panels into place. When the process is complete, the projector boots up and gives you a fantastic display of the solar system.



Once all four Baby Sheegoths are dealt with, the real fight begins. A fully grown Sheegoth busts through one of the side walls.



The Sheegoth likes to charge at its enemies, and it uses a freezing breath attack; you can dodge both by strafing to the Sheegoth's side. It also has an amazing defense against energy weapons. The crystals on its back absorb any energy shots, so your energy weapons won't help. These crystals also trap the siphoned energy, allowing the Sheegoth to shoot deadly energy balls out of its mouth.



Stay calm and lock on to the boss. Strafe to the side to dodge its attacks until it uses freezing breath. When it does, it exposes its gills, located on its neck right before the legs.



Quickly take aim at the gills and fire a missile into the creature's side. If your aim is true, you'll cause damage. Only a shot to the gills will injure the Sheegoth. Should you have trouble spotting them, look for air escaping from them after the Sheegoth's breath attack.



Just continue dodging to the enemy's side and using missiles until the beast is brought to its knees. If you run low on ammunition, in the corners of the arena are crates where you can get a quick refill.



Once the battle is through, pick up the Wave Beam upgrade. Now you'll be able to eliminate those Bombus that have been pestering you and get much farther into Phendrana Drifts.



THE SUPER MISSILE



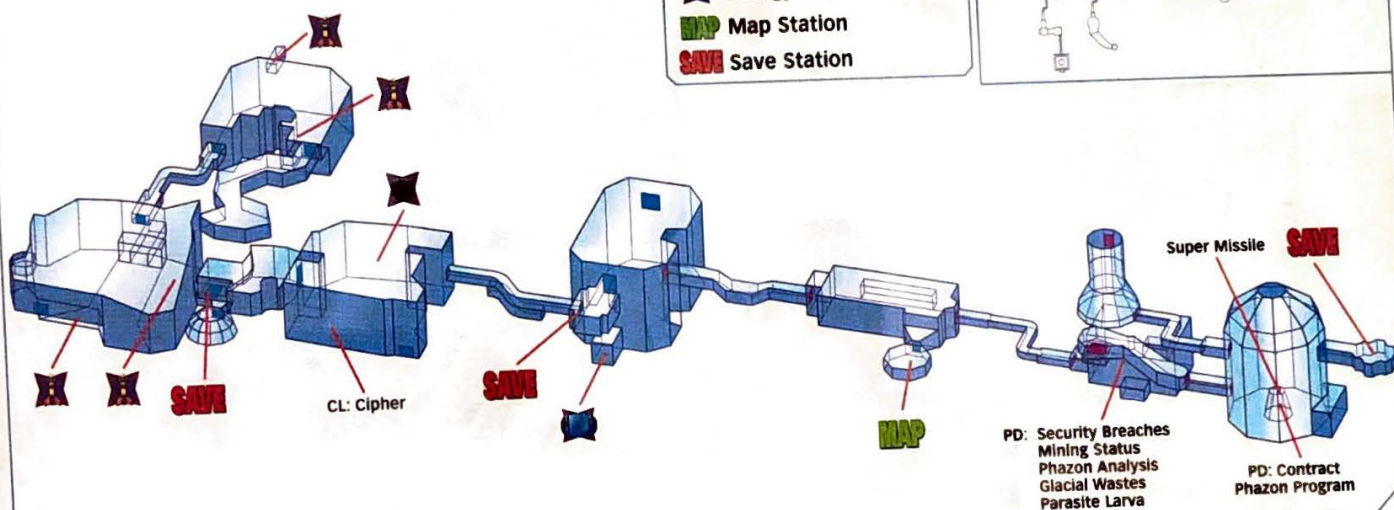
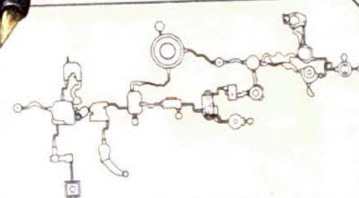
Backtrack to Phendrana Shorelines and be sure to make a stop at Save Station B. Then head up to Ice Ruins West, which you've visited previously when getting the Boost Ball upgrade.



Head up the ledges to your right as you enter the area. Pass through the building to the top, and you find a good view of a huge stalactite. Lock on to the stalactite and fire a missile. This causes it to break and fall, giving you a platform that you can use to climb up the rocks behind it.

PHENDRANA SECTION 03 MAP

- Missile Expansion
- Power Bomb Expansion
- Energy Tank
- Map Station
- Save Station





Head through the broken window and down to the floor below. Two upgrades are in this room. Look for an Energy Tank in one of the containers. Destroy the container to reach it. There's also a small ledge above the staircase. Jump onto the ledge, then use the Morph Ball to slowly roll along it. At the end you find a Missile Expansion.



Head out of Research Lab Aether to Research Core. At the bottom of the room is the Thermal Visor, locked in an impenetrable containment field. Look for switches on each floor of the Research Core, three in all, to disable the field, then you can collect the Thermal Visor.



You get to put the Thermal Visor to good use immediately. The lights go out, and enemies attack. Switch to the Thermal Visor so you can see their heat signatures, then work your way back to the top of the room. At the top you find that the door is locked tight and there's no power to unlock it.



Use the Thermal Visor to scan the walls for a power conduit. Shoot the conduit with your Wave Beam to restore power to the door. Then begin making your way back to the Ruined Courtyard.



TIP

On your way back, be sure to look for a Cordite pillar in Research Lab Hydro. Use a Super Missile to destroy the pillar, and you find a Missile Expansion.

THE SPIDER BALL



Once you get back to the Ruined Courtyard, visit Save Station A again; you don't want to lose all of your progress up to this point.



Hop over to the platform across from Save Station A. Above the door is a metal arch. Use a Super Missile to destroy the circular adornment, then use your Thermal Visor to look at the structure. You see a power conduit. Shoot the conduit with your Wave Beam to unlock the door.

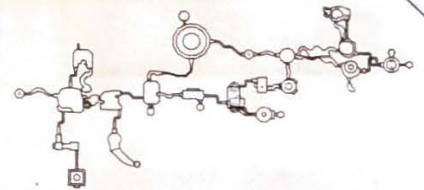


The halls beyond the door lead to the Quarantine Cave, where you meet the toughest boss yet, Thardus.

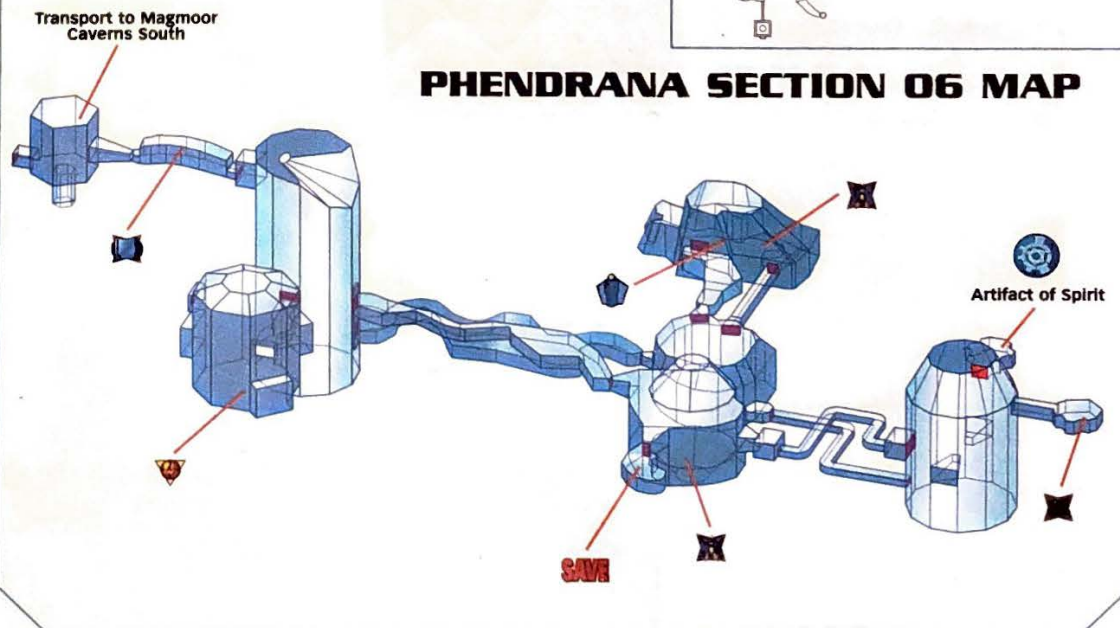


- Missile Expansion
- Energy Tank
- Thermal Visor

- Save Station
- Artifact of Chozo



PHENDRANA SECTION 06 MAP



BOSS BATTLE: THARDUS



Thardus is tough. Defeating it requires that you slowly pick away at its stone body, which has seven points that must be destroyed. This is a long fight compared to the bosses you've faced previously.



Because of Thardus's stone skin, you won't be able to see its weak spots without the aid of your Thermal Visor. Use the visor to lock on to each weak spot and unload on it with everything you've got. When the stone covering the weak spot is destroyed, the explosion will overload your Thermal Visor, and you'll need to switch back to your Combat Visor.



The weak spot appears as a solid chunk of blue Phazon. Continue pounding it with your weapons until the spot is destroyed. It's best to use missiles, Super Missiles, and charged Wave Beam shots. Once a weak spot is destroyed, you must repeat the process once again.

TIP

After the third weak spot is destroyed, Thardus summons a snowstorm. The snow reduces visibility and forces you to draw closer to the boss. You can see through the snow by using the Thermal Visor.



Thardus has several attacks. It shoots a wave of ice by slamming its fists into the ground. The ice can freeze you, but you can break free by tapping **○**. You can also dodge the attack by strafing to either side while locked onto the boss.



When Thardus raises its fists into the air, it summons large boulders from the ground that are hurled at you. Quickly target the boulders and blast them in the air. Not only is this the best way to avoid them, but the boulders also drop power-ups to refill your energy and ammunition. If you're using your Thermal Visor, there's a chance that explosions may overload it. If so, just wait a moment, and it should return to normal.



Thardus's last attack involves rolling into a ball and attempting to run you down. This is its most devastating weapon. As soon as Thardus begins to roll up, immediately switch to Morph Ball mode and use the Boost Ball to dodge. Keeping an eye on Thardus is next to impossible, but do your best to avoid it.



If you skillfully dodge Thardus's rolling attack and blast the boulders tossed at you, it's possible you might leave this battle with more energy than when you began. Your reward for bringing down the giant is the long-awaited Spider Ball. With it you can ride on magnetic rails by holding **□** in Morph Ball mode.

Cleaning Up

Before you move on to the next stage of the walkthrough, there are two Missile Expansions you can collect in Phendrana Drifts. One is located in Phendrana Shorelines and the other is in Ice Ruins East.

TIP

At Phendrana Shorelines, hop across the floating platforms as if going to the Chozo Ice Temple. On the temple's wall is an ornate metal design. Destroy it with a Super Missile. This opens a passage in the tower to the left. Bomb Jump into the tower, then use the Spider Ball to reach the top, where you find the Missile Expansion.




In Ice Ruins East, look for a magnetic rail near the top of a building across from the door leading to Ice Ruins. Use the Spider Ball to cling to the rail and ride it to a small alcove containing a Missile Expansion.



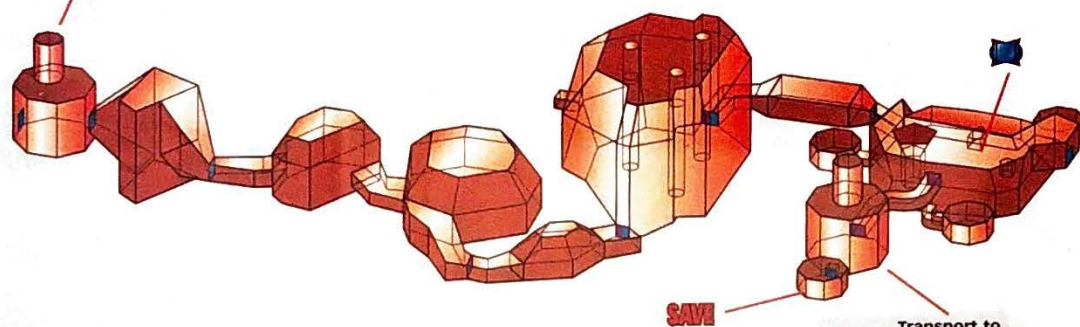
When you're ready to move on, head back to Quarantine Cave and use the long magnetic rails attached to the pillars at the side to reach the Transport to Magmoor Caverns South.



Chozo Ruins Second Visit

 Energy Tank
SAVE Save Station

Transport to Tallon Overworld West



MAGMOOR SECTION 04 MAP

PASSAGE FROM MAGMOOR CAVERNS TO CHOZO RUINS



When you arrive in Magmoor Caverns, you find a Save Station right next to the Transport. You may want to use it before heading out.



As you leave the Transport, you enter Magmoor Workstation. Several Flying Pirates attack as you go through the door. Stay in the tunnel and pick them off.



At the bottom of the room you find a puzzle. Inspect the machinery to the side, and you'll see that it lacks power. Use your Thermal Vision to find three nearby power conduits, one near each door, and blast them with the Wave Beam to restore the power.



Charging the power conduits causes one of the three small doors around the perimeter to open, and the lava leading to it cools. Switch to Morph Ball mode and drop into the caged pit. Be sure to eliminate the Triclops in the pit before exploring the cooled lava channel.



Roll into the room at the end of the channel and scan the screen on the wall. This cools another channel. Quickly dart back through the center to the second channel and scan the wall of the next room. Time is ticking away. This opens the last of the rooms. Dart into the third room and grab the Energy Tank.



Head into the South Cave Tunnel and blast the Puddle Spore to create a platform that allows you to reach the Geothermal Core. Head forward through Twin Fires and all the way to the Transport to Tallon Overworld West or Chozo Ruins North.

Puddle Spore



These clamlike beasts are indestructible, but they can be harmed. Shoot their cores to cause them to clam up and flip over. While they're upside down, they make excellent platforms for crossing lava. When they aren't flipped over, they can shoot globs of poison at you, though their attack isn't much of a threat.

The Wavebuster, Artifact of Wild, and More

If this is your first trip back to Chozo Ruins since going to Magmoor, there's an awful lot to do before moving forward. All of those upgrades you've collected allow you to find lots of minor upgrades scattered throughout the area. All of these actions are optional, so if you don't feel like running around, you can skip ahead to the next section.



We'll start in Main Plaza of Chozo Ruins. Look for a half pipe in the center. If you look under the bridge above the half pipe, you'll see a Missile Expansion. Use your Morph Ball and Boost Ball to reach it.





Next, climb up to the bridge. Look off to the side to see a small awning over the door to the Ruined Shrine. Jump to the awning and then check out the huge tree. Blast the knot with a Super Missile to reveal a Missile Expansion. You can double jump from the awning to the upgrade.

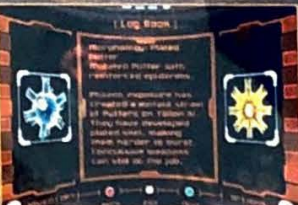


Head to the Ruined Shrine. There's another half pipe in the center of the room. One side leads to a Missile Expansion and the other leads to a magnetic rail. Use the rail to reach the door above the room, which leads to the Tower of Light.



At the top of the Tower of Light sits the Wave Beam Combo (Wavebuster). To get it, you need a large supply of missiles. Hop up the platforms in the center as high as you can go. At that point you see cracked areas along the outer wall. Use three missiles to destroy each section. When you do, the entire tower collapses a bit, and you'll be able to climb higher. You must jump to the next set of platforms quickly though, because Plated Puffers enter the room and try to knock you off of the platforms.

Plated Puffer



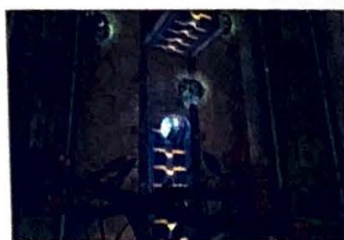
These creatures are simply a much stronger version of the Puffer. They can take a beating, and their poison is even more toxic. It's best just to avoid them, or pick them apart from long range.



Keep working your way up the tower by destroying the cracked walls. When you get to the very top, you get the Wavebuster. It allows you to fire a nonstop beam of electrical energy that rapidly destroys any nearby creatures. Give it a try by charging your Wave Beam and pressing **○**.

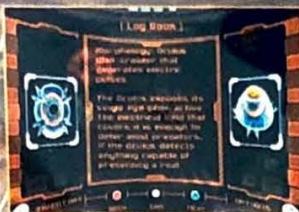


Your next stop should be the Sun Tower. There's a magnetic rail that runs up the tower, but the way is blocked. You must find four symbols to clear the path. Check for two of the symbols on the pillars near the top. The other two are under the Cordite decorations on the walls. Destroy them with Super Missiles.



When the way is clear, use the Spider Ball to head to the top. You must Bomb Jump between pieces of the rail while dodging the slow-moving Oculuses. Just remember to quickly press **□** after each Bomb Jump so you stick to the next rail section.

Oculus

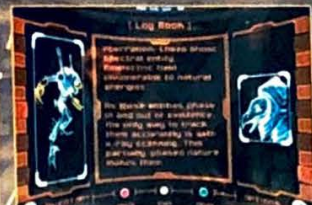


Although very slow-moving and nonthreatening, these creatures can still cause lots of trouble. They're often placed in areas where you must sneak past them in order to reach your goal. They may not look tough, but they're indestructible and electrically charged. Just don't touch them. Don't bother them, and hopefully they won't bother you.



Upon reaching the top of Sun Tower, follow the hall back to the Sunchamber where you battled Flaahgra. Three Chozo Ghosts attack as you enter the room. Use your Power Beam to pick them off, and the Artifact of Wild will appear where Flaahgra once stood.

Chozo Ghost



The spirits have become restless and have begun to defend the ruins from the Space Pirate invasion. Unfortunately, they don't distinguish between friends and enemies, so you'll have to fight them as well. Chozo Ghosts are completely immune to all attacks except for the Power Beam. They also have the ability to become invisible when not shooting at you. Later you'll be able to keep your eyes on them by using the X-ray Visor, but for now you just have to try to target them as they appear.



Continue to the Arboretum and then back to the Ruined Fountain. Since Flaahgra has been destroyed, the fountain is no longer toxic. Hop in and enter Morph Ball mode. The waters shoot you to the ceiling. Press **□** to grab on to the magnetic rail and follow it to find a Missile Expansion.



Go to the Gathering Hall. Climb to the top and jump onto the ledge over the door leading to Energy Core. Use a Morph Ball Bomb to destroy the grate blocking the Missile Expansion.



Travel to Watery Hall, where you found the Charge Beam. Near the Eyons, you find a blocked Morph Ball passage. Destroy the obstruction with a bomb, then follow the hall to the Dynamo. If you came here earlier, you already have one of two Missile Expansions in this room. If not, destroy the metal grate on the wall to get the first, then follow the magnetic rail to reach the second.

That's all you can do in the areas you've explored previously, but there's plenty more to do in Chozo Ruins. Head over to the Energy Core and into the Furnace room.

The Ice Beam



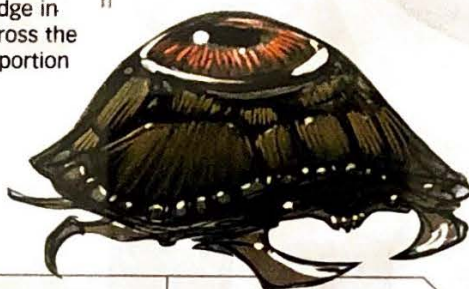
You'll remember the Furnace from before; it's where you got one of your Energy Tanks. This time you'll use the magnetic rail rather than the tunnel below to go up. Getting through the tunnel requires speed. The blocks in the tunnel disappear shortly after you touch them. Boost across them and quickly use a Morph Ball Bomb to reach the ledge in the center. Then boost across the second set into the large portion of the Furnace.



You can't do anything in the Furnace just yet, so head into the tunnel to the left to reach the Crossway. Cross the half pipe and destroy the Cordite decoration on the far wall. This causes a magnetic rail to appear over the half pipe.



Drop into the half pipe and use the Boost Ball to reach the magnetic rail. Follow the rail to a Morph Ball slot. Set off a bomb to make a second magnetic rail appear. Drop back to the half pipe and use the Boost Ball again to reach the next rail and Morph Ball slot. Once you activate the second slot, quickly drop to the ground and enter the shaft that opened. The shaft lifts you up to a Missile Expansion above the room.

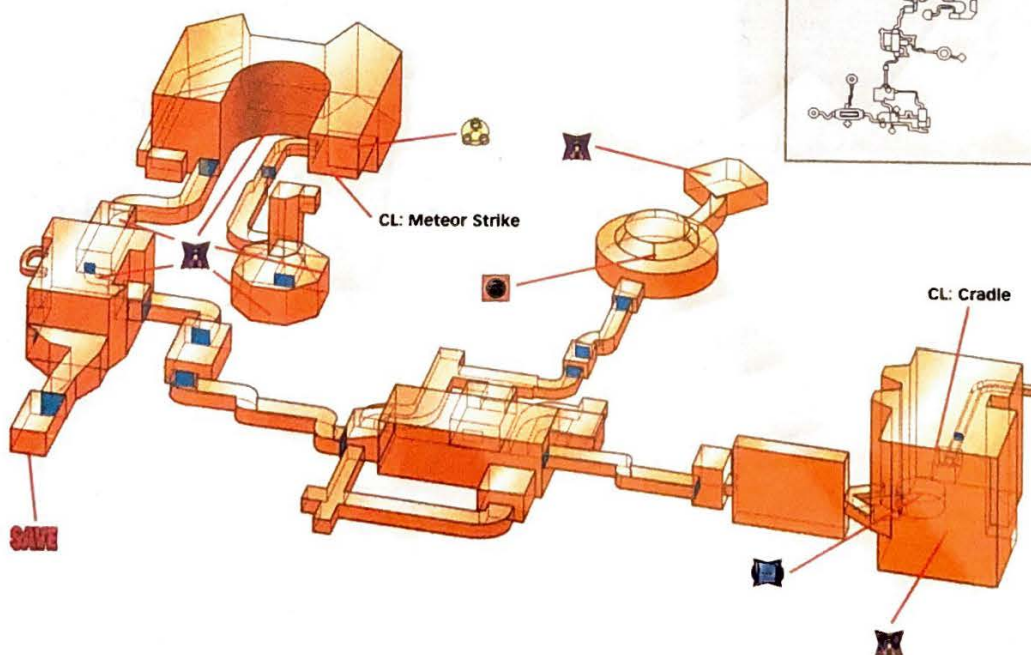


Go through the Crossway to the Hall of the Elders. There's a Missile Station through the small tunnel to your left. If you aren't already at maximum capacity, use it.



Drop down to the floor, where you must defeat a Chozo Ghost. Once it's gone, the Chozo statue's hands light up. Leap up into the statue's hand and switch to Morph Ball mode. The statue tosses you like a bowling ball. Quickly hold **[R]** to stick to a magnetic rail on the room's side that leads to a Morph Ball slot. Activate the slot to reveal three colored Morph Ball slots on the opposite side of the room.

- Missile Expansion
- Charge Beam
- Energy Tank
- Morph Ball Bomb
- SAVE** Save Station



CHOZO SECTION 04 MAP





The colored Morph Ball slots change where the Chozo statue tosses you when you leap into its grip. Go up to the colored slots, blast the purple slot with your Wave Beam, then activate it. Go back down to the statue and hop into its cupped hands. This time, it tosses you up to a ledge along the side of the room. The ledge takes you to a small room that overlooks the Hall of the Elders. Use the switch in the side to deactivate the force field blocking the window so you can get through it later.



Enter the Reflecting Pool area. Drop into the water in the center of the room and destroy the cover on the drain with a Morph Ball Bomb. Once the water is gone, you can use the pool as a half pipe.



Use the Boost Ball to reach the top ledge. The Stone Toads can actually make this much easier, because they can pull you onto the ledges. Just be sure to blast them with a Morph Ball Bomb if you get sucked inside their bellies.



Enter the Antechamber to find the Ice Beam. This powerful beam weapon can freeze your targets. Once a target is frozen, shooting it with a missile shatters it.



Return to the Hall of the Elders. Defeat the Chozo Ghosts and use the Ice Beam Morph Ball slot to alter the Chozo statue's bowling path again. This time it will toss you into a room containing an Energy Tank.

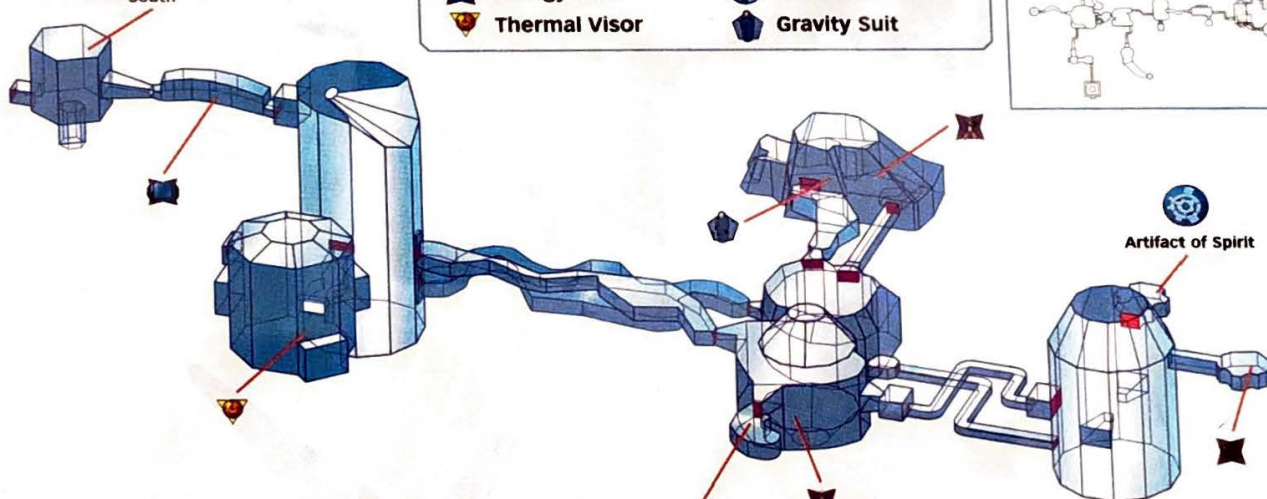


You're ready to head back to Phendrana Drifts. Use the Transport to Tallon Overworld East, and you'll be able to pick up another Missile Expansion in the Overgrown Canyon as you head back to your ship. You can then use the Transport to Phendrana Drifts South in Magmoor Canyon to go to your next destination.



Phendrana Drifts Third Visit

Transport to
Magmoor Caverns
South



PHENDRANA SECTION 06 MAP

THE GRAVITY SUIT



When you arrive in Phendrana Drifts, head up the magnetic rail in Transport to Magmoor Caverns South to reach Transport Access. You notice an Energy Tank that's been frozen into an ice wall in this hallway. As much as you may want it, you won't be able to collect it until you have the Plasma Beam later on. Just make a mental note of it for now.



Enter Frozen Pike. That Ice Beam door halfway down this room takes you back to Research Core, where you found the Thermal Visor, so ignore it and drop to the second Wave Beam door from the bottom. You cannot reach the lowest door for the moment.



You are in Frost Cave. Eliminate the Hunter Metroid by using Ice Beam and a missile, then take aim at the stalactites. There are three, but you can shoot only the two lowest ones. They create steps so you can reach Save Station C and Upper Edge Tunnel. Visit the Save Station first, then move on to Phendrana's Edge through Upper Edge Tunnel.

Hunter Metroid



This creature is the next step in Metroid evolution. Rather than clinging to your head, they have the ability to drain your energy by attaching a tentacle to your body. They also like to ram into you. If a Hunter Metroid attaches itself to you, just shoot it to make it release. To defeat them, freeze them with your Ice Beam and shatter them with a follow-up missile.

Glider



These silent flying creatures are completely harmless. They just circle in the air without giving you a second thought. What makes them unusual is that you can attach to them with your Grapple Beam as if they were Grapple Points. Until you have the Grapple Beam, just ignore them.



There's nothing to do for now in Phendrana's Edge other than go to the next door, which takes you to Hunter Cave. Just drop into the water and be ready to fight off a couple of Jelzaps, then make your way through the underwater door.

Jelzap



Jelzaps have an unusual body that's made from two halves. Their weak point is the core between the two parts, which is only visible when the Jelzap attacks. Lock on to the enemy and wait for it to open. It will begin to pull you toward it. As it does, blast its core with a Charge Beam shot to destroy it.



Stay on the ledge as you enter Hunter Cave and shoot a missile into the three stalactites. These create steps across the water and allow you to reach the door on the right. If you fall into the water, you must climb out along the shore. Take down the Flickerbats zooming around near the water to avoid being pushed off.



You arrive in the Gravity Chamber, where the Gravity Suit is held. Reaching it is tricky, because you can't see very well and Aqua Reapers lurk along the water's bottom. Pass by the first set of Aqua Reapers and jump up the stairs behind them. Pass through the narrow hall to find a second set of Aqua Reapers. Work past them to find a small ledge where the Gravity Suit sits inside a wall.

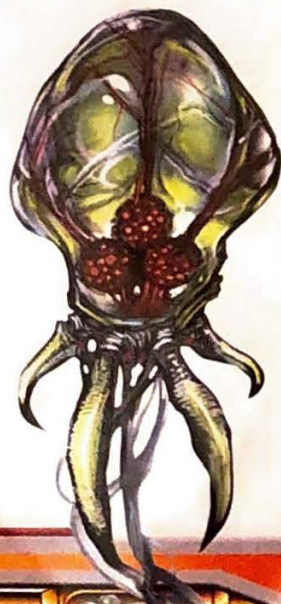
Aqua Reaper



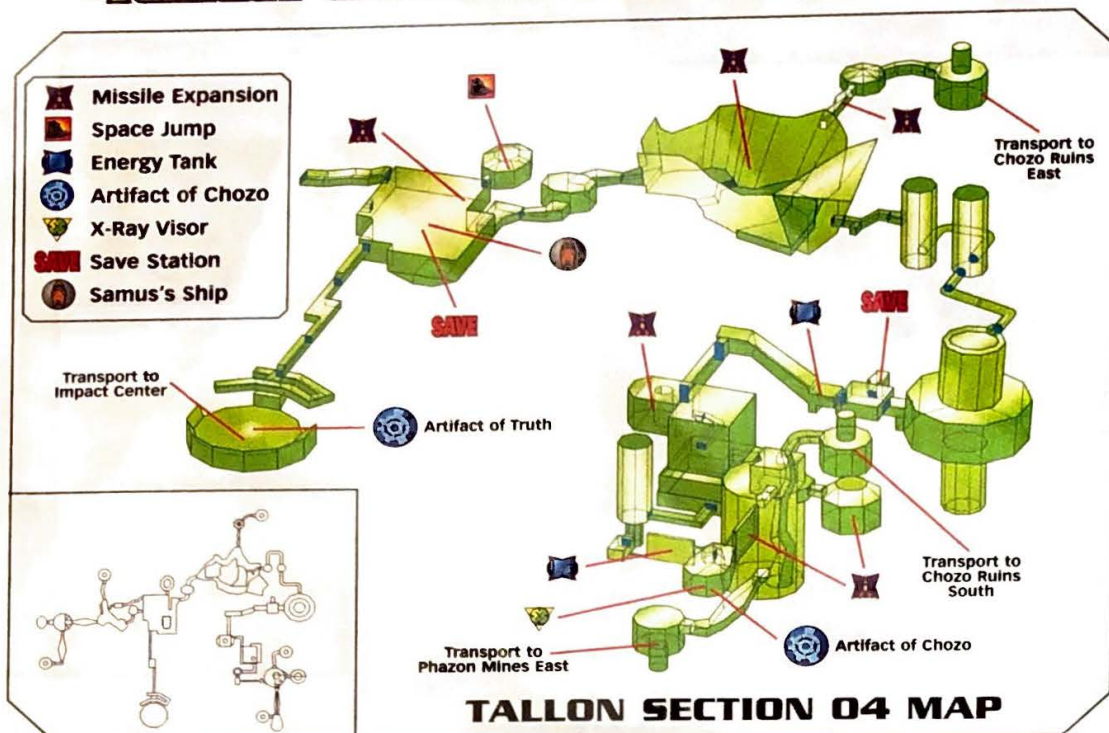
Aqua Reapers are close cousins to the Reapers found in Chozo Ruins. Though they can't be destroyed, shooting them near the tip of their tentacles causes them to withdraw temporarily. Blast them with whatever you've got and pass by quickly before they can recover.



The Gravity Suit allows you to move around in water as if you were on dry land. It also reduces the haze, making it much easier to see underwater. Put the Gravity Suit to use and jump out of the water to the dry room above. Head through the upper door back to Hunter Cave and stay on the ledge to reach the door just to the right. Climb back up Frozen Pike and make your way back to Transport to Magmoor Caverns South, and then head back to your ship in Tallon Overworld at the Landing Site.



Tallon Overworld Third Visit



PASSAGE TO PHAZON MINES



From Samus's ship, look around to spot a small pond. To its left is a passage that leads back to the Space Pirate Frigate's crash site. You must pass through the crashed frigate to reach Phazon Mines.



Dive into the water and climb onto the roots in the center. Look to your left to see a small alcove containing a Missile Expansion. Double jump from the roots to the alcove.



Drop back down to the bottom of the pond and look left to find steps up the opposite side. Climb up and go through the cave in the wall to reach a spot where you can return to dry land and the entrance to the Space Pirate Frigate.

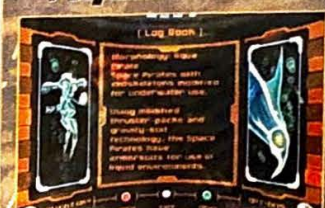


The frigate is nearly entirely submerged, so it's a good thing you have the Gravity Suit, or you wouldn't be able to move around. Follow the hall to the Main Ventilation Shaft Section C. Destroy the Auto Defense Turrets, then use your Thermal Visor to scan the wall above the door, where you see a power conduit. Shoot it with your Wave Beam to restore power to the door and open it.



Follow the hall to the Reactor Core. Drop all the way to the very bottom and be ready to blast a couple of Aqua Pirates. Use your Thermal Visor to scan the area and look for three power conduits near the floor. Shoot each with your Wave Beam, then jump up the platforms to the door above. If you have trouble locating the door, use your Thermal Visor and follow the energy trails from the activated conduits.

Aqua Pirate



Aqua Pirates are much like Flying Pirates, except they're able to move about in water. Blast them with your Ice Beam to freeze them, then finish them off with a missile.



Tallon Crab



These creatures act a lot like Parasites. They cover entire areas in a massive swarm, but they aren't hostile toward you. If you walk on them, you'll take damage, but it's negligible. Blast a path through them and quickly pass before they can regroup.



When you reach the door, use the Thermal Visor to inspect the wall on the left and find the fourth power conduit. Blast it and move on to Reactor Access, where you find a Save Station.



The door in Reactor Access is also locked down because of a lack of power. Use your Thermal Visor to find the two power conduits in the walls and reactivate them with the Wave Beam to access the Cargo Freight Lift to Deck Gamma.



The lift is smashed. Blast the lift's door with your Charge Beam and look inside to find an Energy Tank.



You must climb up the lift's shaft by jumping from platform to platform. Aqua Reapers block the path. Blast them and move by quickly. On your way up, you must find three power conduits in the walls. The first is on the side of the broken lift. The second is in the ceiling above the lift. The last is at the very top next to the door out.



Head through the door to the Biohazard Containment Area. Somehow, two Auto Defense Turrets still function here. Blast them, then look for two power conduits on this floor. One is near where you entered, and the second is near the drop to the bottom floor.



Dropping to the bottom, you are assaulted by two Aqua Drones. Eliminate them with your Wave Beam, then look for a third power conduit in the containment chambers along the side. Also be sure to use your Scan Visor to inspect the closed chambers. One can be destroyed with a Super Missile, and you can find a Missile Expansion inside.

Aqua Drone

[Log Book]

These Aqua Drones are usually found in the Biohazard Containment Area. They are equipped with a Wave Beam and a Charge Beam. They are also equipped with a Super Missile. They are also equipped with a Missile Expansion.

Aqua Drones are just like their dry land twins, Sentry Drones. Upon detecting an enemy, they lock all doors to prevent any escape and fight until their quarry is captured or they're destroyed. Use your Wave Beam to short out their circuits in a hurry.



Head on to the Biotech Research Area. Defeat the Aqua Pirates in the room, then use your Thermal Visor to look for power conduits. There's one on the ledge where you enter and one directly below it. The last is on the opposite wall below the door.



Drop to the bottom of the Connection Elevator to Deck Beta and head to the Hydro Access Tunnel. This is the first time you get to perform a Bomb Jump while underwater. Use a Bomb Jump to go over the first obstacle. When you drop back to the floor, hold up a second; an Energy Tank hides overhead. To reach it, you must perform an underwater Double Bomb Jump.

Aqua Sac

[Log Book]

These Aqua Sacs are found in the Biohazard Containment Area. They are equipped with a Wave Beam and a Charge Beam. They are also equipped with a Super Missile. They are also equipped with a Missile Expansion.

These are similar to Sap Sacs found in Tallon Overworld and Chozo Ruins. When shot, they break into multiple explosive fragments. Aqua Sacs be deadly if you run in to them, so keep your distance. You can usually just ignore them, but be sure to scan them for your Log Book.



Lay a bomb and let it propel you up. As your momentum slows, quickly drop another bomb. If you time it right, the second bomb will propel you up farther. Drop a third bomb as your momentum slows again, and you should be blasted high enough to reach the Energy Tank on your left. Continue through the passage to reach the Great Tree Hall.



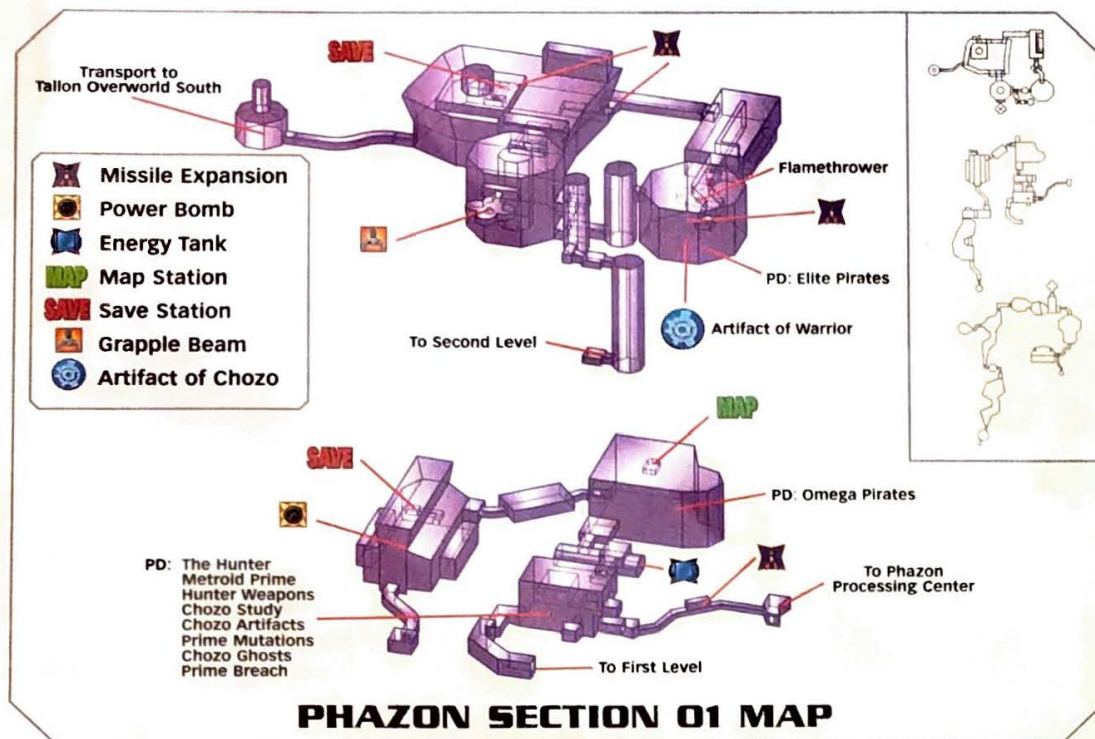
Head up the roots to reach the Ice Door above, which leads to the Transport to Phazon Mines East and your next big challenge.

TIP

You can explore the Great Tree Hall further, but there's really no reason to do so right now. You'll be back here shortly.



Phazon Mines First Visit



THE POWER BOMB



As you enter the Main Quarry, you are faced with multiple Space Pirates. Pick them off one at a time from a distance, then visit Save Station Mines A, which is to the left from the entrance.

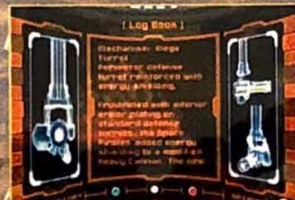


To the side of the area, you see a large force field blocking your path. There are also Mega Turrets above the passage; these are much stronger versions of the Auto Defense Turret. Eliminate them with the Wave Beam from a distance and use the pillars for cover.

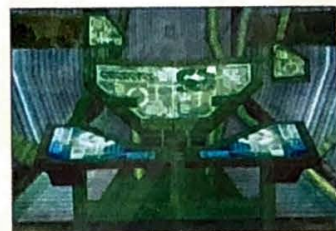
TIP

If you take a lot of damage from the Mega Turrets, you should go back to the Save Station to restore your health. Phazon Mines is a very dangerous area, and you'll need all of the energy you can get.

Mega Turret



These are reinforced Auto Defense Turrets with much stronger firepower. You don't want to take on these turrets face-to-face. The powerful shots can rip you to shreds before you even know what's going on. Find cover and strafe back and forth while blasting Mega Turrets with your Wave Beam. Watch out; when they're about to be destroyed, they'll go haywire and begin firing in all directions. Find a safe spot and wait out the storm.



Before deactivating the force field, find the stairs up and climb to the top of the structure in the center where the crane sits. At the top, look for a power conduit on the crane's base by using your Thermal Visor. Blast the conduit with your Wave Beam, then enter the control booth to the side. Activate the controls to realign the crane. Go to the crane's base and use your Morph Ball and Spider Ball to run along the crane to a small ledge containing a Missile Expansion.



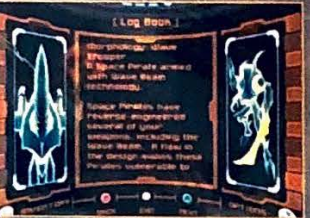
Drop back to the ground and look for two control panels near the force field. Scan them both to drop the force field, then head into Security Access A.



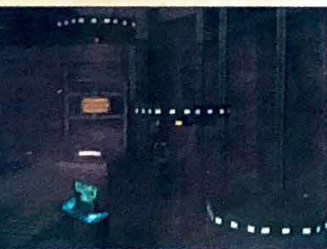
Continue into Mine Security Station. Switch to Thermal Visor and be ready for several Shadow Pirates to attack. Once they're gone, follow the hall and go up the ramp to the top floor, where you are attacked by an entirely new type of Space Pirate known as a Wave Trooper. Use your Wave Beam to destroy them; no other weapon will work.



Wave Trooper



Wave Troopers are enhanced Space Pirates. The Space Pirates have begun to reverse engineer your weaponry in hopes of finding a way to bring you to your knees. This one uses a modified Wave Beam gun and can be distinguished from other Troopers by the purple lines on its armor. The Wave Beam is the only weapon that's effective against them. Charge a Wave Beam blast and shoot them. The blast stuns them temporarily. Quickly charge about two more shots halfway and blast again to defeat them; this tactic prevents them from returning fire.



Head through the Ice Beam door at the end to reach the Elite Research area. Check the consoles to find a switch that aligns several platforms so you can jump up to the next level.

TIP

The research areas in Phazon Mines hold lots of Pirate Data, just like the research areas in Phendrana Drifts. Be sure to scan all the computers you see to fill your Log Book.



Defeat the Wave and Power Troopers on the second level, then find the next switch to reach the top floor. There you see a gigantic laser used for mining purposes. To its side are a Spinner device and a computer console. The console allows you to activate the laser, and the Spinner lets you adjust the laser's position.



Power Trooper



These foes are yet another form of enhanced Space Pirate. This version uses a modified Power Beam and is distinguished by yellow lines on its armor. Its only weakness is your Power Beam, which makes it one of the toughest Troopers to defeat. Rather than having a shooting match, quickly charge a shot and use your Super Missiles to destroy them. Peppering them with shots from your Power Beam takes too long and leaves you extremely vulnerable. It's best to use the five missiles required for a Super Missile than to take a lot of unnecessary damage.



You must fire the giant laser twice. First adjust the laser so it's pointing at the wall directly across from the control booth. Blast the wall to reveal the exit. Then adjust the laser so it's pointing at the middle wall on the left. Destroy the wall to find a Missile Expansion.



Pass through the door and on to the Ore Processing site. In the center of the room is a huge column made of three parts with magnetic rails running along the side. You must adjust the pillar's alignment so you can reach the balconies above.



Find the control panel on the bottom floor and Bomb Jump into the Morph Ball slot. Set off a single bomb to align the pillar with the first balcony. Use the Spider Ball upgrade to roll up the blue magnetic rail to the balcony and the next control panel.



Enter the second control panel and set off two bombs to align the red magnetic rail with the third balcony. Drop back to the bottom control panel and set off three bombs to align the bottom portion with the middle portion. Ride the red magnetic rail up to reach the door to Elevator A.



Elevator A takes you to Phazon Mines Level Two. In the Elite Control Access hallway, notice a vent spewing toxic gas. Blast the explosive crate next to the vent to destroy the vent and expose a Missile Expansion. Double jump to the ledge and use your Morph Ball to pick it up.



Next you enter the Elite Control area. As you enter the room, a huge Elite Pirate attacks you. Dodge its wave attacks by double jumping, and shoot it in the head with a charged shot.

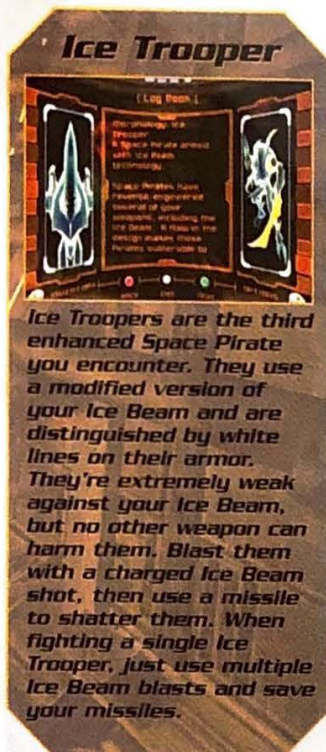
Elite Pirate



Space Pirate research into Phazon applications resulted in Elite Pirates. They attack with an electric wave by slamming their fists into the ground. When they aren't attacking, they hold their left hand out to absorb any beam weapon attacks. Double jump over their wave attacks and quickly blast them in the face with a Charge Beam while their defense is down. These are really easy battles once you get the timing down.



An Ice Trooper attacks after you head up the walkway to the floor above. Use your Ice Beam to defeat it. Be sure to check the computers. There's lots of Pirate Data to be found.



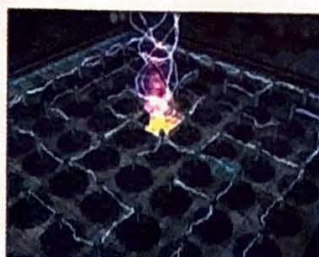
Head through the door at the top of Elite Control to reach the Ventilation Shaft. Pass through quickly, because the area is full of toxic gas.



This leads to the Omega Research section. Take down the Wave Troopers on the top floor, then pick off the Power Troopers on the floor below. Jump down and continue on to the Central Dynamo.



Drop to the floor, and a cloaked Sentry Drone attacks you. It's impossible to lock on to this enemy. Just watch for its lights, and manually aim at it with your Wave Beam. Keep blasting it as quickly as you can to destroy it. Because this enemy is cloaked, there's no way to scan it.



Once you destroy the Sentry Drone, a panel on the floor opens. Enter Morph Ball mode and drop through the hole to a maze of electrical currents. You must reach the center of the maze to get the Power Bomb upgrade.



Avoid the electric walls and roll through the maze slowly; there's no need for haste. Some of the electric walls flicker. Wait for them to dissipate, then roll past. You also see pools of a volatile chemical. Don't roll into them or you'll take damage. Set a Morph

Ball Bomb next to the pools to destroy them, and the explosion will also destroy a part of the maze. When you get to the center, you gain the Power Bomb, which is able to destroy some of the toughest substances on the planet, such as Bendeziem.

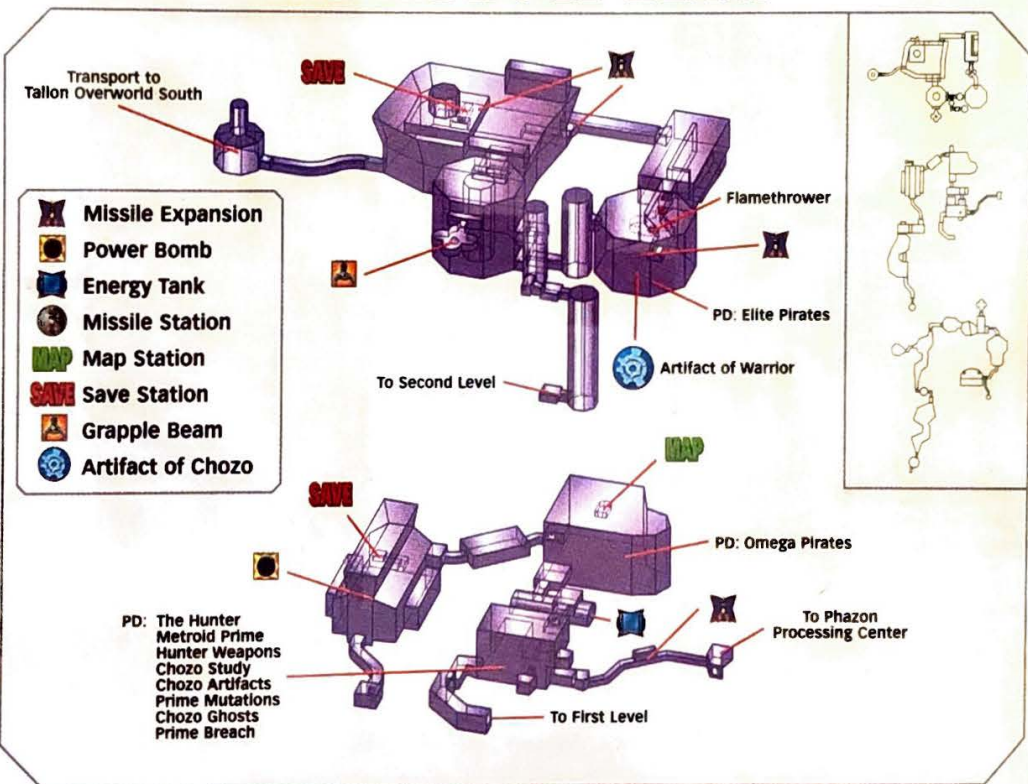


You're automatically removed from the maze. Visit Save Station Mines B and get ready to head back up to the top to get your next upgrade.

TIP

You can go farther into the mines if you like, but there's no need at the moment. It's better to backtrack now and wait to explore the rest when you return later.

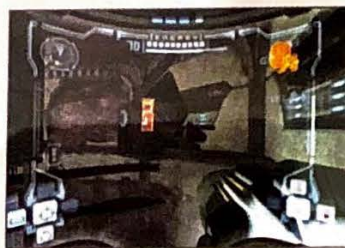
THE GRAPPLE BEAM



PHAZON SECTION 02 MAP



Reenter the Ore Processing area. If you chose to visit Metroid Quarantine A, the area will be filled with Metroids, but your Ice Beam will allow you to destroy them with one shot and a missile. Clear the Metroids if you must and then prepare to realign the central column to reach the top floor.



First you must align the top section by double jumping over to the control panel on the floor where you enter. Use a Power Bomb to clear the rubble in front of the control panel, then set off two bombs in the Morph Ball slot to align the top section of the central column.



Drop to the balcony below. Set off three bombs in the control panel to align the middle section. Jump over the rail to the bottom floor and align the bottom section by setting off one bomb in the control panel. Use the yellow magnetic rail to reach the very top of the room and enter the door there to find the Grapple Beam.

TIP

The Grapple Beam allows you to attach to Grapple Points and swing back and forth as if on a rope. You can use this to cross large expanses. Press to shoot the Grapple Beam at a Grapple Point, and release to let go. You can adjust your direction while swinging if necessary.



Leave the room and use the Grapple Beam to swing across the top floor to the door on the opposite side. This takes you back to the Main Quarry so you can access the Transport to Tallon Overworld South.



Use the platforms in the Central Dynamo to return back to the door that takes you to Omega Research. As you enter the area, you are forced to fight another Elite Pirate. Remember to jump its wave attack and blast it in the head with a charged shot.



At the top of the room, jump across the platforms and use a Power Bomb to clear the rubble blocking the Map Station, where you can get a good idea of how much remains to be explored in Phazon Mines, but that's for later.



Head back into the Ventilation Shaft. Quickly set off a Power Bomb in front of the nearest fan to open a passage. Drop in and go under the fan to find a switch that activates the fan. This clears the room of the toxic gas and reveals an Energy Tank.

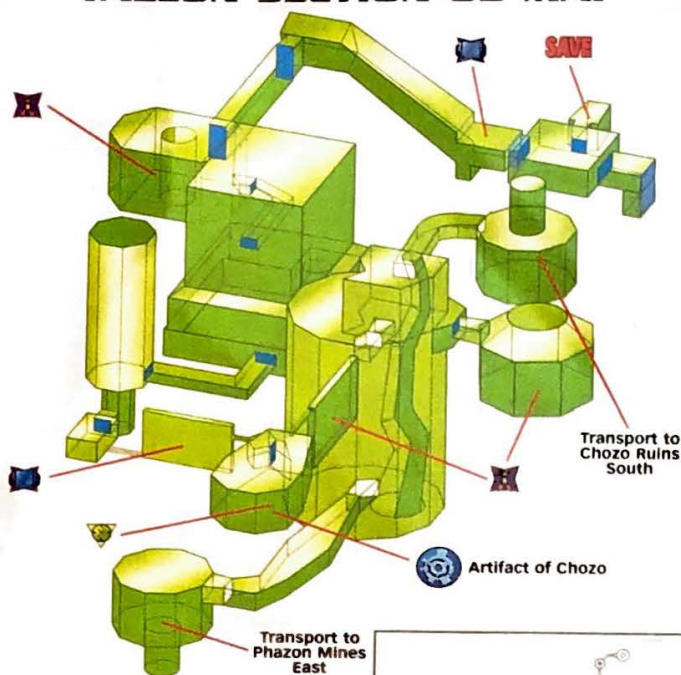


Use your Boost Ball to reach the high door in the Ventilation Shaft and continue on to Elite Control. Be ready for some attacking Shadow Pirates as you enter the room and head back to Elevator A to return to the first floor of Phazon Mines.

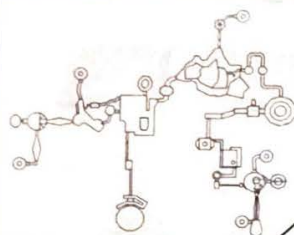


Tallon Overworld Fourth Visit

TALLON SECTION 05 MAP



- Missile Expansion
- X-Ray Visor
- Energy Tank
- Artifact of Chozo
- Save Station



THE X-RAY VISOR AND ARTIFACT OF CHOZO



As you leave Phazon Mines, you arrive back in the Great Tree Hall, which happens to be right where you need to go. Jump up the platforms to find a Spinner device next to a metal gate. Use the Spinner to unlock the gate and continue up.



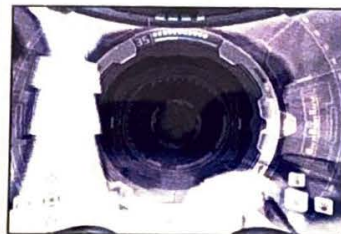
Above you is a twisting magnetic rail. Jump up to it and use the magnetic rail to reach the door above, which leads to the Life Grove Tunnel. Use a Power Bomb to destroy the large boulder in the tunnel, then roll into the unblocked passage.



You must use the Boost Ball to get through the tunnels. In the second half, use the Boost Ball to get on top of the large oval rock. Blast the top of the rock with a Morph Ball Bomb right in the center, then drop into the hole to find a Missile Expansion.



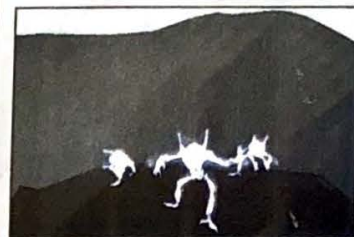
Continue through the passage into the Life Grove, and you find the X-ray Visor sitting on the ground. It allows you to see through breakable walls and floors. Try using it right away.



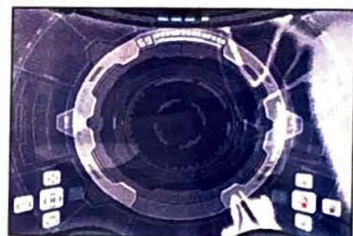
Notice that most of the walls in this area can be destroyed. Use a Power Bomb to destroy them, and you'll see that the Life Grove is much larger than it appeared.



Roll into the water at the back of the grove and destroy the small drain cap with a Morph Ball Bomb. This reveals a pillar with a Spinner at the bottom. Use the Spinner to set the bridge above so you can reach the Artifact of Chozo. Just double jump onto the bridge to collect the Artifact.



To exit the Life Grove you must climb a series of platforms along the outer edge. When you near the waterfall, three Chozo Ghosts attack you. Stay above the waterfall with your back to the wall, and you can defeat the ghosts pretty easily. When they're eliminated, the exit opens, which you can reach by continuing along the platforms.



Return to the Great Tree Hall and stand on the ledge where the Bloodflower sits. Use your X-ray Visor to see a hidden platform in front of you. Jump over to it and look to the side to see a door through the tree leading to a Missile Expansion. The jump from the hidden platform to the door is a long double jump, but it can be done. Now it's time to head down to Magmoor Caverns for one last visit.



Magmoor Caverns Fourth Visit

THE ARTIFACT OF NATURE AND THE ICE SPREADER



You're almost fully powered now, but there are a couple more major upgrades and a lot of minor upgrades to find before you're ready to head back into Phazon Mines. We begin in Lava Lake within Magmoor Caverns.



Get to Lava Lake and look for a large stone column in the center of the lake. There are two, but the one you want is on the Lake Tunnel side. Aim at the column and shoot it with a Super Missile. The column is destroyed to reveal the Artifact of Nature. Double jump over to the broken column to collect the Artifact.



Your next stop is the Triclops Pit, which is just a short walk away. Destroy the crates near the door to Pit Tunnel, then use your X-ray visor. You see a long line of hidden platforms. Jump from platform to platform, and you'll find yourself looking directly at the pillar in the middle. Blast the pillar with a Super Missile to uncover a Missile Expansion, which you can get by using double jump.



Head to the Warrior Shrine above Monitor Station. In front of the Chozo statue is a metal plate on the ground. Destroy the plate with a Power Bomb to reveal a tunnel. Roll into the tunnel, which takes you to a room containing a Power Bomb Expansion.



Go to Shore Tunnel. A large metal bridge here is slightly smashed up. Set off a Power Bomb in the middle of the bridge to destroy the sides. Drop down the rocks below to find the Ice Beam Combo (Ice Spreader). This combo freezes a large area and any enemies within it. It costs 10 missiles to use, but it's worth it in situations where you need to disable multiple enemies at the same time.

THE PLASMA BEAM



Continue on to the Geothermal Core. Notice that the Puddle Spores have left, so you must double jump across the lava. Make your way to the shore next to the South Core Tunnel exit.



A couple of small ledges are on the wall; jump onto them so you can use your Grapple Beam to swing onto the lowest of the three disks in the center of the room.



Enter the Spinner device in the disk's center and use it to raise the top disk until it locks into place. Double Jump to the next disk and use the Spinner device there to do the same. Double jump back to the top of the first disk and then to the third disk. Use the last Spinner device to lock the final disk into position.



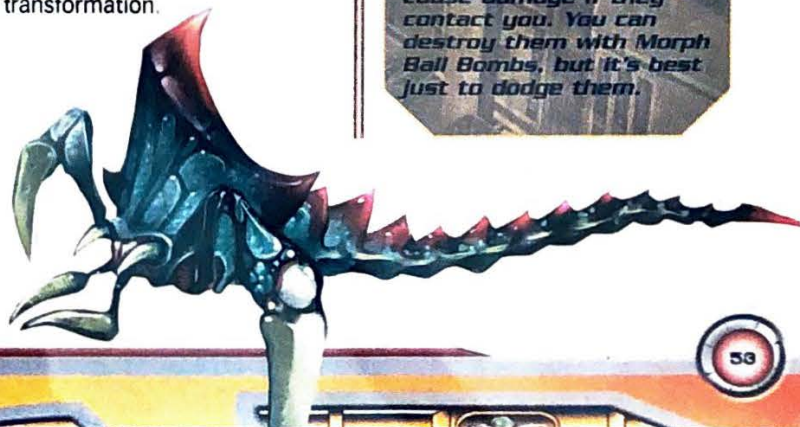
Use the magnetic rail in the center of the third disk to reach the top, then double jump back to the top of the second disk. There you find a Morph Ball slot. Get into it, and set off a bomb, and the entire room undergoes a transformation.



A huge Morph Ball maze is uncovered. It looks daunting, but it's really very easy. Bomb Jump onto the magnetic rail near the Morph Ball slot and it takes you to the maze. Just follow the magnetic rails along the outside of the room while dodging the Plated Parasites.



Navigating the maze requires dropping from rail to rail and occasionally Bomb Jumps. When you need to dodge Plated Parasites, there's always plenty of room. You don't need to stay directly on the magnetic rails; the electrified walls will also hold you up.





When you reach the top, go through the Ice Beam door and into Plasma Processing to find the Plasma Beam. This is the last of your beam weapon upgrades.

TIME TO UPGRADE

Now you have most of the major upgrades and you can access anywhere in Tallon Overworld, Chozo Ruins, and Phendrana Drifts. You should have already collected everything there is to offer in Magmoor Caverns, so there's no pressing need to return here except when traveling from place to place. Before you return to Phazon Mines, there are many minor upgrades to collect and all but one of the Chozo Artifacts. You don't have to collect everything if you don't feel like it, but it will make the coming battles much, much easier—and you do need to get all the Artifacts if you're ever going to finish the game.

Tallon Overworld



Go to the Root Cave in Tallon Overworld. Two upgrades are here. Climb to the ledge near the Root Tunnel. Use your Grapple Beam to swing across the expanse and reach the ledges on the far side.



When you get to where it seems you can't go any higher, use your X-ray Visor to see a row of hidden platforms. Begin jumping up, and you find a Missile Expansion in a small alcove near the top.



Continue on to the top and enter the Arbor Chamber to find the second Missile Expansion. That should be it for Tallon Overworld.

Chozo Ruins



Reenter Chozo Ruins and head for the Tower of Light. Drop into the water at the base of the tower and enter the tunnel there. Follow it to the end to find the Artifact of Lifegiver.



Return to the main area and go to the Ruined Fountain. Go through the door to the unexplored area, which is known as Magma Pool. Use the Grapple Beam to cross the pool, then destroy the wall at the opposite end with a Power Bomb to uncover a Power Bomb Expansion.



Enter the Training Chamber Access hall. Near the door to the Training Chamber, you see a tree. Enter Morph Ball mode and pass through the tree to find a hidden tunnel leading to a Missile Expansion.



Continue into the Training Chamber. Two Morph Ball slots are over the half pipe in the center. Use your Boost Ball to reach the slot on the right. This activates a small lift next to the half pipe. Quickly dart onto the lift and then use the magnetic rail to reach a room containing an Energy Tank.



Return to the half pipe and use the Boost Ball to reach the left Morph Ball slot. This opens the room's exit and allows you to return to the Main Plaza. Don't leap down to the ground; use the Grapple Beam to swing across the plaza and reach another Missile Expansion that's probably been taunting you since the beginning of the game.



The next stop is the Watery Hall. Enter the water in the middle of the room and look for a passage. Double jump up to the underwater alcove, where you find another Missile Expansion.



There's still plenty to do, so go to the Furnace room. Remember those magnetic rails on the ceiling? Use a Power Bomb to destroy the floor on the side of the room opposite the Chozo Lore. This reveals a half pipe which you can use to reach the magnetic rails. Follow the maze of rails to its end to get another Missile Expansion.



Go to the Hall of Elders with the bowling Chozo statue. Defeat the Chozo Ghosts, then climb up to the colored Morph Ball slots. Activate the red Plasma Beam slot, then hop into the statue's hands. This unlocks a chamber under the statue that contains the Artifact of World. With that, you're done with Chozo Ruins. It's time to return to Phendrana Drifts one last time.

TIP

Be sure to save your game soon. It's easy to forget while running around like this. You don't want to mess up and have to do all of this running again.



Phendrana Drifts



We begin in Phendrana Shorelines. Look behind the frozen column near Save Station B. You find a Missile Expansion trapped in ice. Blast the ice with your Plasma Beam to melt it.



Next we enter the Chozo Ice Temple. Go to the frozen statue and blast it with your Plasma Beam to clear the statue's hands. Hop into the hands as a Morph Ball to open a passage at the bottom. Follow the passage to find the Artifact of Sun.



Go to Ice Ruins East. Check the buildings near the Plaza Walkway to find a frozen section in a wall. Blast the ice on the wall to uncover a Missile Expansion.



The next stop is Ice Ruins West. Look for a frozen spot on the top of a building near a stack of crates. Blast the ice with the Plasma Beam and drop in the hole to find a Power Bomb Expansion.



Head to Quarantine Cave. Use the Grapple Beam to reach the far-off ledge and the Quarantine Monitor. Enter the room to find yet another Missile Expansion.



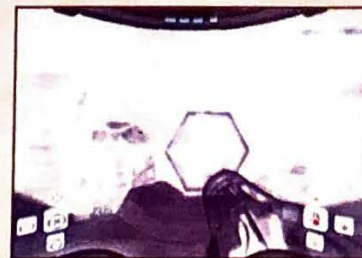
Venture down to Transport Access. You'll remember this frozen Energy Tank. Use the Plasma Beam to melt the ice and grab the upgrade.



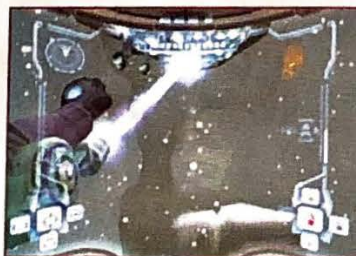
Go to the Control Tower through the Pike Access tunnel. Look in the window above the East Tower to see a stack of crates in front of a frozen window. Destroy the crates and melt the ice. Look in the distance at the tower with a large fuel cell on the bottom. Destroy the fuel cell with a missile, and the tower collapses. Inspect the collapsed tower to find the Artifact of Elder.



Return to the Frost Cave. Use the Grapple Beam to attach to the Glider and swing over to the high ledge stacked with crates. From there you can shoot down the last stalactite with a missile. The stalactite busts the ice at the bottom, which allows you to reach a Missile Expansion in the water.



Continue on to Phendrana's Edge. Begin climbing to the top by using your Grapple Beam. As you near the middle, use the X-ray Visor to locate a hidden door behind the outer wall. Blast the area with a Power Bomb and enter the Storage Cave find the Artifact of Spirit.



Continue to the top of Phendrana's Edge to find a passage leading to a Power Bomb Expansion.



Your last stop is in the Gravity Chamber. Climb onto the ice above the water and look above you to see a ton of icicles hanging from the ceiling. Blast them with your Plasma Beam to reveal a Grapple Point. Use the Grapple Beam to swing across the room and reach a small ledge holding another Missile Expansion.

That was a lot of exploring, but you're now much stronger than before, and you have nearly all the Chozo Artifacts. Victory is near. Time to return to Phazon Mines for the last of your upgrades.

Phazon Mines Second Visit

THE FLAMETHROWER, ARTIFACT OF WARRIOR, AND MORE



Upon your return to Phazon Mines, scour the areas you've already explored in order to find various upgrades you passed up earlier. Begin in Security Access A on the top floor. Detonate a Power Bomb in the area where the hallway turns to destroy a wall to reveal a Missile Expansion.



Next, visit the Mine Security Station. Go to the second floor and find the control booth blocked by a metal gate. Use a Power Bomb to destroy the gate, then scan the computer terminal to disable the force field on the floor below. Go back downstairs and enter the Plasma Beam door to find the Plasma Beam Combo (Flamethrower).



Continue on to the Elite Research area. There's an enemy named Phazon Elite in the vat at the bottom. Use a Power Bomb to

free the enemy, then defeat it in battle. This Elite Pirate is stronger than the others you've faced, but the strategy remains the same. Jump over its wave attacks, then blast it in the head while its defenses are lowered. The pattern is simple. Just try to keep your distance and don't get hung up on the equipment scattered around the room.



After you defeat Phazon Elite, the Artifact of Warrior appears in the center of the room.



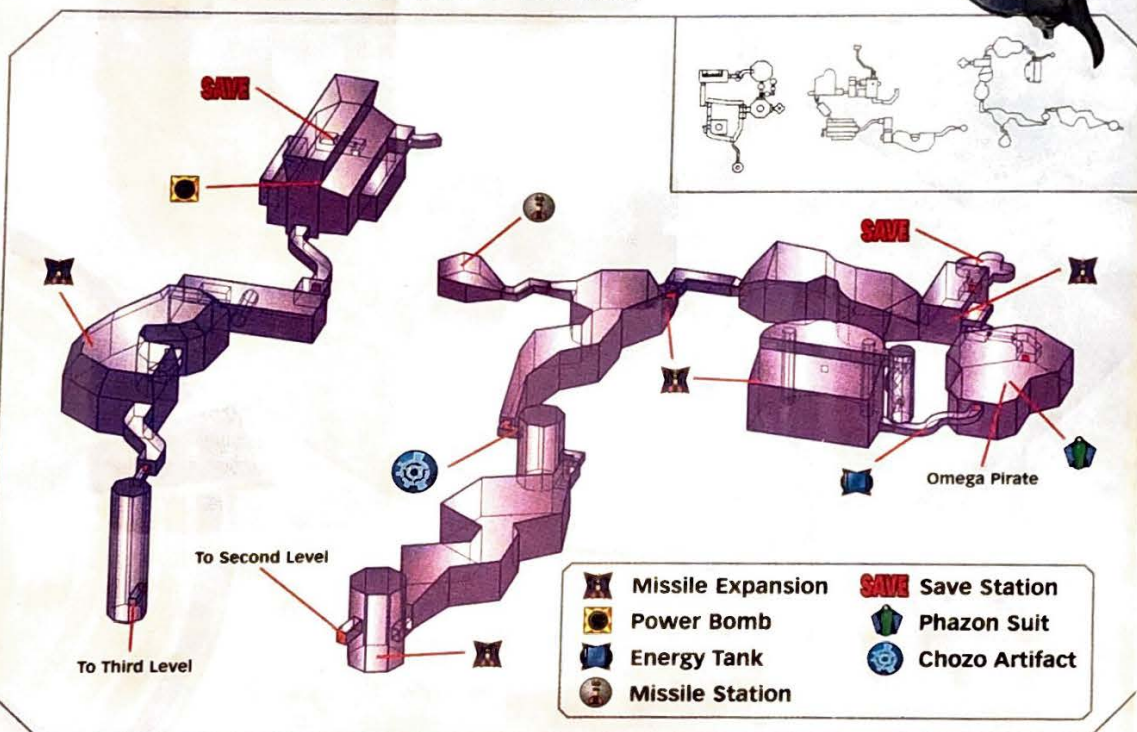
You're ready to move on. Head down to the Central Dynamo, and then on to Metroid Quarantine A. The hall leading to Metroid Quarantine A has several Mega Turrets in the center. Enter Morph Ball mode and drop into the hole ahead and to the right. This allows you to pass beneath the floor and come out behind the turrets. Look for a switch on the opposite side that allows you to disable the guns.



As you enter Metroid Quarantine A, you see that the Space Pirates have a bunch of Metroids trapped behind a force field. Scan the console near the entrance to drop the field and watch the Metroids lay waste to the Space Pirates. Once they're done feasting, they'll come after you, so have your Ice Beam ready.



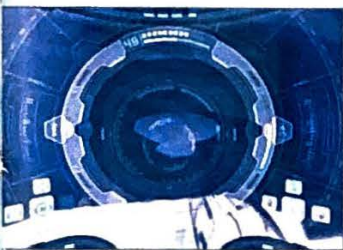
THE PHAZON SUIT



Phazon Section 03 Map



Enter the cave and avoid the blue material on the ground. This is Phazon. It's harmful to you in the same way that lava rapidly reduces your health.



It looks like a dead end. Hop onto the mushrooms and use your X-ray Visor. You see two invisible platforms floating over the pit. Use them to cross.



Jump up the ledges on the right and use your X-ray Visor again to spot another invisible platform, which you can use to reach the landing where the magnetic rail begins.



Use a Power Bomb to destroy the wall to the left of the magnetic rail, then the next wall that blocks your path. You'll be able to access a second magnetic rail that stretches across the pit you crossed earlier. Use the X-ray Visor to look for another invisible platform on the opposite side. Ride the platform up to find a Missile Expansion.



Jump over to the diagonal magnetic rail and ride it to the top. Follow the hall to Elevator B, which leads to the third level of Phazon Mines.



Continue on to Fungal Hall A. Notice that there's a lot of Phazon on the ground as you get deeper into the cave. Avoid falling into it, and get out fast if you should happen miss a jump.



Use your Ice Beam to eliminate the Hunter Metroids in the area, then hop from mushroom to mushroom to cross the room.



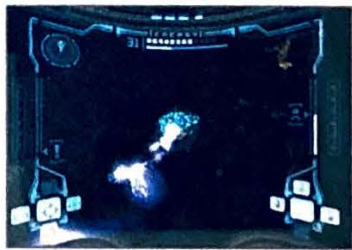
Near the back of the room is a Glider flying around. Attach your Grapple Beam to the Glider and swing to the large mushroom near the next door. Remember to shoot your Grapple Beam as the Glider begins to turn toward the door.



Use a Power Bomb to destroy the rubble blocking the Phazon Mining Tunnel, then enter the hole in the wall. Be sure to use your Boost Ball to pass through the tunnel safely. If you don't, the floor will collapse and you'll be dropped onto the Phazon below.



The next room is similar in design to Fungal Hall A. Eliminate the Metroids, then cross the mushrooms to the back of the room. Drop down to the floor and inspect the area below the door. There's a circle of small mushrooms on the ground. Use a Power Bomb to destroy the circle and reveal a Missile Expansion.



Climb back up to where you can reach the Glider. On the left is a Missile Station and on the right is the path to the Elite Quarters. Use your Grapple Beam to attach to the Glider and swing to either side. If you need missiles, be sure to fill up first.



The next hallway is filled with invisible Scatter Bombus. Use your X-ray Visor to target them, then hop across the Phazon floor to Metroid Quarantine B.



Defeat the Troopers in Metroid Quarantine B, then use the magnetic rail to reach the platform above. From there you can use your Grapple Beam to swing across the pit.

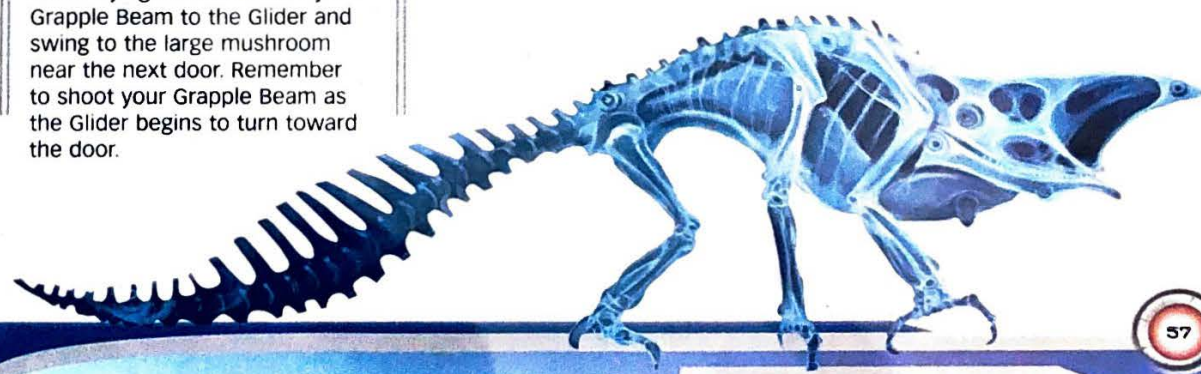
Plasma Trooper

(Log Book)

Plasma Trooper
A special Trooper armed with Plasma Beam technology.

Plasma Trooper have powerful engineered weapons, including the Plasma Beam. A few of the design flaws make them vulnerable to the Plasma Beam.

The Plasma Trooper is the last of the Troopers you'll encounter. It uses a modified Plasma Beam and can be identified by the red lines across its armor. Use your Plasma Beam to defeat them; no other weapon will work. The Plasma Beam has a very high rate of fire, so you don't even need to charge your shots. Just fire like crazy, and they'll fall quickly.





A force field blocks your progress. Check the computer console to the side to bring the field down, then head into the room beyond. Be sure to check the computers for Pirate Data.



Near the computer consoles is a solid pillar made of Cordite. Blast it with a Super Missile to find a Missile Expansion.



Be sure to visit Save Station Mines C, then head upstairs and through the Plasma Beam door. The hall leading to the Elite Quarters is barred shut. Shoot the ice over the door with your Plasma Beam, and the locking mechanism disengages.

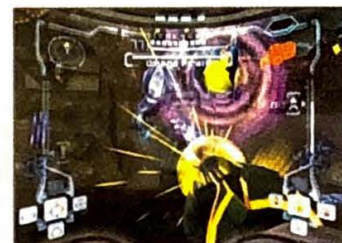
BOSS BATTLE: OMEGA PIRATE



As you enter the Elite Quarters, you see the most fearsome sight yet: a gigantic Elite Pirate known as the Omega Pirate. This beast is at least two or three times larger than anything you've fought so far.



The Omega Pirate attacks just like any Elite Pirate. It slams its fists into the ground to create an electric shock wave. You can double jump over the waves to avoid them. It also has cannons on its back, which it will use only if you're on the opposite side of the room.



What makes the Omega Pirate unique is its phenomenal defensive powers. It can absorb beam weapon attacks when it holds out its left hand. But it also can't be harmed until you've destroyed the four Phazon deposits on its armor.



Use your Plasma Beam and carefully dodge the wave attacks while blasting the Phazon deposits. Stay close to the Omega Pirate, but just out of striking distance. If you get too close, the Omega Pirate will begin swiping at you with its enormous fists.

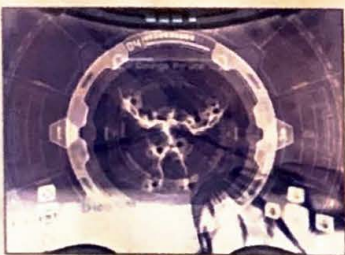


Quickly destroy one or two Troopers by using the appropriate beam weapon. In cases where there are four Troopers, destroy whichever Troopers can be eliminated most easily (normally, Ice Troopers or Plasma Troopers). Use your combo weapons. Speed is extremely important here, so hold nothing back.



When you have destroyed all four Phazon Deposits, the Omega Pirate literally vanishes. As it disappears, anywhere from two to four Troopers of random types enter the room to distract you while the boss repairs its armor.





After fighting for a few seconds, switch to your X-ray Visor and scan the room for the Omega Pirate. It will be over one of the Phazon patches on the floor. While the Omega Pirate repairs its armor, you can shoot its core to cause actual physical damage. *This is the only time you can hurt the Omega Pirate.* Be sure to use the Plasma Beam; it has the highest rate of fire, and you shouldn't need to charge your shots to cause significant damage.



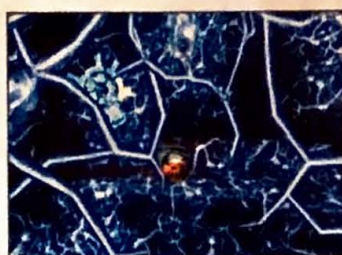
If you're really fast, you'll cause the Omega Pirate to collapse while it repairs. It will then disappear again. Quickly focus on any Troopers that remain in the room, then search for the Omega Pirate again. It will have moved to a different Phazon Patch. Retarget the boss and let it have it. If you seriously injure the Omega Pirate a second time, it'll disappear and more Troopers will enter the room.



The real trick to this battle is to avoid being caught up in fights with the Troopers. Their only purpose is to distract you long enough for the boss to repair itself, and they're very good at it. Eliminate as many you can in about 10 seconds, then search the room for the boss. If you don't see it, quickly pick on the Troopers for a couple more seconds, then look for the boss again. Once you see the boss, ignore the Troopers completely and just focus on causing damage to the Omega Pirate while you can.



Continue repeating the process of destroying the Phazon deposits, blasting the Troopers, and damaging the boss until the Omega Pirate is history. Upon victory, Samus receives the Phazon Suit. She can now pass through Phazon without taking damage, and her shielding is slightly stronger than before, so she'll take less damage from attacks.



Return to Save Station Mines C and save your game, then head back to the Phazon Mining Tunnel. Look for a passage covered in Phazon behind a small rock. Destroy the rock with a Morph Ball Bomb and head into the tunnel. It's a long, long run to the bottom, and you must destroy multiple rocks. When you reach the bottom, you find the Artifact of Newborn. You now should have all 12 Chozo Artifacts.



Return to the Elite Quarters. Use the lift on the side to reach the catwalks above. Pass through the door at the end into the Processing Center Access tunnel, where you find the last of the Energy Tank upgrades.



Continue into the Phazon Processing Center. This tall room is your way out. Pick off the various Troopers as best as you can from the bottom of the room; there are several around, along with a Mega Turret, so be careful.



Hop up the floating platforms in the center of the room. When you reach the last one, use your X-ray Visor to spy a couple hidden platforms that lead higher. When you get to the top, look around with the X-ray Visor to spot a Missile Expansion tucked in a small alcove along the wall. Jump over the ledge and use a Power Bomb to uncover the Missile Expansion. This is the last of the upgrades.



You should now be as strong as you're ever going to be. You should have 14 Energy Tanks, 250 missiles, 8 Power Bombs, and every major upgrade to your weapons, visor, Morph Ball, and Power Suit. Continue to the top of the Phazon Processing Center and head to Elevator A to make a quick trip to the Transport to Tallon Overworld South.

Meta Ridley and the Impact Crater

RETURNING THE ARTIFACTS



It's been a long and hard road, but you're finally ready to challenge the Impact Crater, which is located below the Artifact Temple in Tallon Overworld. Head that way and be sure to pay a visit to Samus's ship to save and reload.



When you arrive at the Artifact Temple, you witness the unlocking of the Impact Crater. Unfortunately, the light show also attracts Meta Ridley, who you've been chasing since the very beginning of the game.

BOSS BATTLE: META RIDLEY



Meta Ridley is a huge pterodactyl-type creature that can fly and uses powerful energy weapons along with old-fashioned brute force. It has one weak spot in the center of its chest, which isn't always visible. You must use your Plasma Beam to defeat this boss.



The fight begins with Meta Ridley in the air above you. It attacks in several ways. At times Meta Ridley hovers over the side of the Artifact Temple and shoots its laser and missiles at you. You can double jump the laser and outrun the missiles by strafing back and forth. While Meta Ridley hovers, its chest is exposed, so this is also your best chance to cause damage. Lock on and rip it to shreds.



Meta Ridley occasionally flies off into the distance. You can't hurt it when it does this, so just prepare to dodge. As Meta Ridley flies back toward the temple, it shoots a beam and drops a spread of bombs. Use your Morph Ball and Boost Ball to dodge these attacks by zooming from one side of the arena to another.



Sometimes Meta Ridley will even land in the center of the temple to take a swipe at you with its claws. Watch for its shadow to settle in the center as a sign it's about to land. Quickly strafe to the side or double jump backward to avoid the attack.



Continue pounding the Plasma Beam on Meta Ridley's weak spot. Eventually, the heat will cause Meta Ridley's wings to combust and the golden membrane to burn away. Without its wings, it can no longer fly, and the battle moves to the ground.



The battle heats up a bit now. Meta Ridley attacks by charging back and forth across the temple floor. You can tell when it's about to attack because it will rear back before dashing. Dodge the attack by strafing to either side.



After dashing, Meta Ridley will either dash again or look over its shoulder. Should the boss peer over its shoulder, it's preparing to swipe at you with its tail. Double jump over the boss's tail, or move backward to get out of the way.



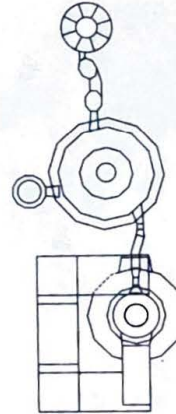
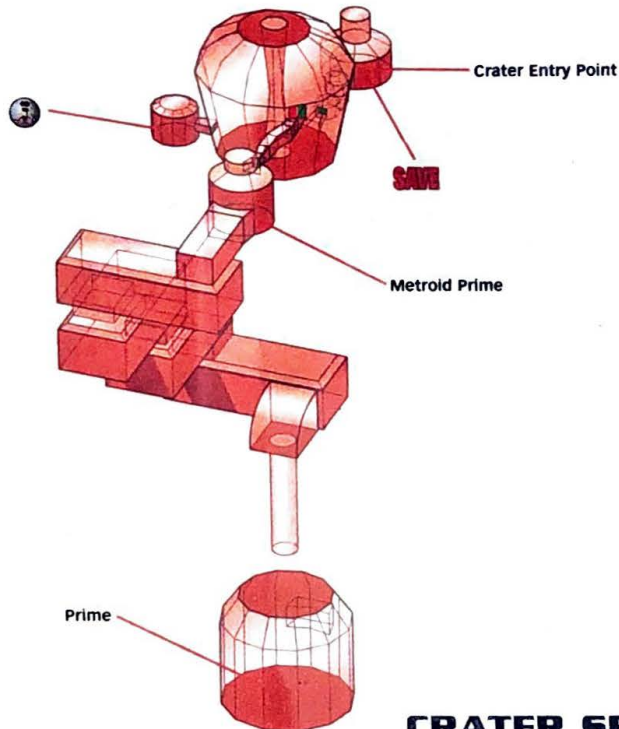
While all of this is going on, you're probably beginning to wonder when you can attack. Meta Ridley sometimes shoots a laser from its mouth. You can jump the laser, but more importantly, a roar usually follows this. While Meta Ridley has its mouth open, you can shoot it in the head. This doesn't cause damage to the boss, but if you hit it in the head enough, you stun it and the boss's weak spot, the chest, is exposed.



Just continue dodging attacks and waiting for your chance to counterattack. This part of the battle can take a long time, so have patience. When you have defeated Meta Ridley, the transport into the Impact Crater will appear.



IMPACT CRATER: THE FINAL SHOWDOWN



Missile Station
SAVE Save Station

CRATER SECTION 01 MAP



Move swiftly into the Missile Station and take a breather. More Fission Metroids are hot on your tail, but now it seems there's an endless supply of the little energy suckers.



You must make a mad dash for the door at the very top. Leave the Missile Station and set off a Power Bomb or two. This will clear the immediate area of enemies. Then quickly dart up the next set of platforms to the exit. You will be caught along the way and you'll have to stop and use more Power Bombs to escape. There's no avoiding it.



Use the magnetic rails in the next hallway to reach the depths of the crater where Metroid Prime awaits. Follow them out of the room and into the large hall below.



Take the Transport down into the Impact Crater. There's a Save Station in the very first room. Be sure to use it.



Lumigek
Lumigeks are very similar to Tallon Crabs and Parasites. They cover halls in great shifting hordes. They aren't at all aggressive, but running into them causes you damage. Blast a path through them and quickly pass by before they can regroup.



Past the Lumigeks, you enter the Phazon Core, a huge area with small platforms that cut back and forth across the room in a line to the top. Enter the room and look for a nearby Fission Metroid. Blast it once to lure it to you, then duck back through the door. Multiple Fission Metroids should show up. Pick off all of them before heading to the Missile Recharge Station Crater.



Enter the next hall on your way to the Phazon Core. Blast a path through the Lumigeks and hop across the room. Beware of the red Phazon. Your suit won't protect you from this deadly energy.



Fission Metroid



Fission Metroids have the strange ability to split in two when damaged. The resulting Fission Metroids are immune to all but one type of beam weapon. You can tell which one by the color of the enemy's body and pincers. Fission Metroids created by a slit cannot split again. All Fission Metroids are susceptible to Power Bombs. In most cases, you should just outrun these creatures, or wait for them to come near, then destroy them with a Power Bomb. Trying to fight a horde of them is impossible, because the horde just keeps growing and growing each time they split.

BOSS BATTLE: METROID PRIME



Metroid Prime's only weak spot is its face, which sits in the middle of its body. The boss has a strong carapace that deflects any attack that doesn't hit the weak spot. As Metroid Prime attacks and moves around, the face will occasionally be blocked by a part of the body, so you must choose your shots wisely.



Only one beam weapon at a time will work on the boss. Much like the Troopers you faced in Phazon, you can tell which weapon will work by the color of the lines in Metroid Prime's carapace. Yellow is Power Beam, purple is Wave Beam, white is Ice Beam, and red is Plasma Beam.



Don't toy with Metroid Prime. Use your combos to really lay into the boss and defeat it quickly. You'll go through a lot of missiles, but it will be worth it. You can't afford to lose much energy in this battle.



First you use your Power Beam. The Super Missile works well, but it's best to wait until after Metroid Prime roars before firing; otherwise, you may miss. Then you must attack with the Wave Beam. Use the Wavebuster, and it will automatically lock on to the boss's face. As soon as Metroid Prime falls back, be sure to disengage the attack, or you'll waste missiles.



Metroid Prime flees the room and Samus follows. In the second round, you use the Power Beam, then the Ice Beam, and finally the Wave Beam before the boss flees again. What's different in this round is that every time you seriously injure Metroid Prime, it charges across the room in an attempt to trample you. Look on the floor and notice three large grooves. Whenever you knock the boss backward, quickly enter Morph Ball mode and roll into one of these grooves. Metroid Prime will pass over harmlessly.



In the third round you begin with the Power Beam, and then the Wave Beam followed by the Plasma Beam, and finally the Ice Beam. This round is just like the last, except that now Metroid Prime uses a green beam that latches onto you and begins to pull you toward it. Fight the pull and charge up a shot. This is a great time to blast the boss right in the face, because it can't protect itself while pulling.



TIP

Charged shots that bounce off of the carapace often come right back at you in the form of a round ball. Blast these balls to destroy them, and they often drop power-ups. The easiest ones to destroy are from the Plasma Beam. Note that all shots that bounce off the carapace can damage you.



The final round begins with the Charge Beam, but after that, Metroid Prime begins to change colors whenever you harm it, or whenever it feels like it. It also charges back and forth across the room at random times, so always be ready to quickly drop into one of the ditches in the center of the room. Continue dodging and shooting until the beast is blown through the wall and into the final part of the Impact Crater.

BOSS BATTLE: METROID PRIME (SECOND FORM)



Metroid Prime's carapace may be destroyed, but the inner creature is still alive and well. The battle is about to get extremely tough.

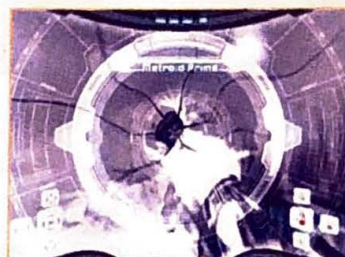


Prime attacks in two ways; it can ram into you, and it can shoot red Phazon waves, which you can jump over. The waves move quickly, so you must react very quickly.



TIP

Should a Metroid latch onto you, use a Power Bomb to dislodge it. The explosion should take out the Metroid and any others immediately around you.



The battle plan is simple. Dodge Prime's attacks until it creates Metroids and drops a pool of Phazon. Quickly enter Morph Ball mode and roll below the Metroids to the pool. Use the Phazon Beam quickly to destroy the Metroids, then find Prime by using your Thermal or X-ray Visor. As you look around, you must be ready to jump Prime's wave attack. If it hits you, you'll be knocked across the room and have to fight your way back to the Phazon.



With Prime destroyed, Samus can rest easily. You've done well, but how well? There are three endings to the game. Which one you see depends on how full your Log Book is and how many of the major and minor upgrades you found along the way. Look in the "Secrets" section for a breakdown on what it takes to get all three endings.



Any time you draw a bead on Prime with your Phazon Beam, just hold the button down and don't let up until you're out of energy. It won't take long to conquer Prime.



Neither of these attacks is particularly devastating on its own, but Prime has more tricks up its sleeves. Prime can also create Metroids (Metroids, Hunter Metroids, and Fission Metroids) to assist it in battle. The Metroids are always created in pairs, and each time, a pool of Phazon energy is left behind.



To make matters worse, only one weapon can damage Prime: the Phazon Beam. What's a Phazon Beam? Your Phazon Suit not only protects you from Phazon energy, but it also allows you to siphon energy from Phazon pools into a devastating continuous beam. Each time Prime creates Metroids, it leaves one of these pools behind. Stand in a pool, and your gun will undergo a transformation. Pressing **A** causes it to shoot a Phazon blast, but this will also drain the Phazon pool. Once the pool is empty, you must find another one.

TIP

Try to stay in the middle of Phazon pools. As you use them, they shrink smaller and smaller until completely exhausted. If you stand right in the center, you can use the entire pool without pausing. If you're not, you must realign yourself as the pool shrinks.



Prime can also shift its physical appearance, sometimes disappearing so it can only be seen by using the Thermal Visor or X-ray Visor. Which visor is needed is random. Just look around with each and hope you can see it.

Enemies

DANGERS ON TALLON IV

As you explore Tallon IV, you encounter many unfriendly creatures of all sorts of different shapes, sizes, and powers. Knowing what you're up against is often the only thing that will save you from defeat. In this section we try to give you a heads-up on what's to come.

Notice two key bits of information for each enemy: Found In and Recommended Weapon. The Found In refers to what part of Tallon IV is habitat for that creature. Use this when you're looking for a particular creature, especially when you're trying to round out your Log Book data. The Recommended Weapon is a suggestion as to which weapon you should use when facing the creature. In most cases, this may not be the only weapon that works. You may even prefer a different weapon than what we suggest, but we guarantee that the suggested weapon will be effective. If nothing else, it could save you from wasting ammunition, or better yet, help you out of a jam.

For the bosses, we've added information on weak spots. Bosses are very powerful creatures and should be defeated by exploiting their weak spots. A weak spot is a place on the boss that is most vulnerable to your attacks. Always aim for the weak spot; the faster you beat the boss, the greater your chances for survival.

Aqua Drone



Found In:

Tallon Overworld

Recommended Weapon:

Wave Beam

Aqua Drones float around in the waters of Tallon Overworld scanning the area for intruders. When an enemy is encountered, they lock any nearby exits to prevent escape. The

doors remain locked until the Aqua Drone or its captive is eliminated. The Space Pirates weren't able to shield these machines against electrical attacks. Fire your Wave Beam at them to destroy them.

Aqua Pirate



Found In:

Tallon Overworld

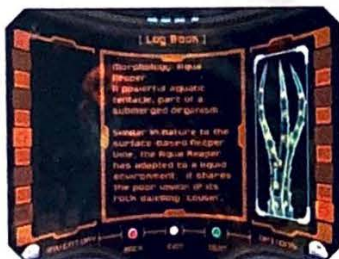
Recommended Weapon:

Missile Launcher

The aquatic version of the Space Pirate is just as dangerous as its relatives. Very similar to the Flying Pirates you'll encounter in other areas, it's just as maneuverable.

Aqua Pirates are best destroyed with a couple missiles, or an Ice Beam attack followed by a missile. If you really want to take them out fast, try Super Missiles.

Aqua Reaper



Found In:

Tallon Overworld, Phendrana Drifts

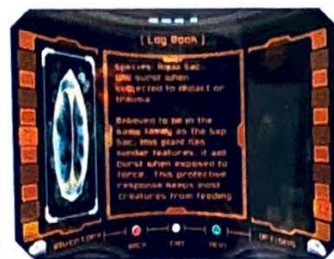
Recommended Weapon:

Any (effects are temporary)

Related to the Reaper Vine, they are found in the watery depths of Tallon Overworld. Like the Reaper Vines, Aqua Reapers can only be spooked back into their holes for a limited

time. Shoot the Aqua Reaper near its blade-like claw with any weapon to send it flailing back into its hole. There is no known way to destroy them completely. If you are not gone by the time the Aqua Reaper emerges from its hole again, it will slap you around and inflict a good amount of damage.

Aqua Sac



Found In:

Tallon Overworld

Recommended Weapon:

Any

Found underwater, this relative of the Sap Sac is a highly explosive creature. When agitated, it explodes violently and damages any nearby creatures. Blow up an Aqua Sac with

any weapon to aid in the destruction of nearby creatures. Don't stand too close, though, or you'll take a large amount of damage.

Auto Turret



Found In:

Magmoor Caverns, Tallon Overworld, Phendrana Drifts

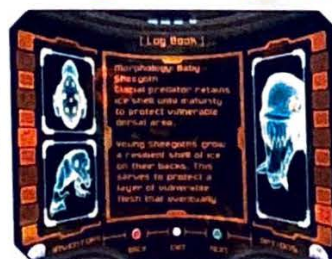
Recommended Weapon:

Missile, Ice Beam

Auto Turrets, also called Auto Defense Turrets, are powerful and quick to detect movement in their assigned areas. Use any nearby

obstacles for cover and peep out to shoot a couple missiles at them. If you have the Ice Beam when you encounter Auto Turrets, you can freeze them with a single blast and finish them off without worry of taking damage. The ice does melt off eventually, so destroy them quickly after freezing them. Also be on the lookout for any nearby switches; Sometimes you can disable turrets simply by scanning a switch.

Baby Sheegoth



Found In:

Phendrana Drifts

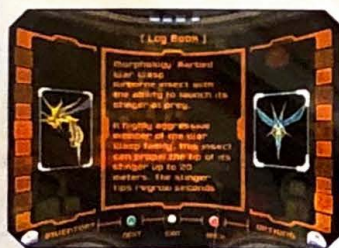
Recommended Weapon:

Missile Launcher, Plasma Beam

Baby Sheegoths have hard ice shells on their backs that protect the soft flesh underneath. To destroy a Baby Sheegoth, you must destroy the ice shield from behind. Once the soft

fleshy part is revealed, a few hits from your Power Beam is sufficient to put it out of its misery. To get into position, you must dash around to their backs. Their attack consists of bursts of ultracold gas and a charging attack, both of which can be avoided by dashing to the side.

Barbed War Wasp



Found In:
Chozo Ruins

Recommended Weapon:
Power Beam

These appear only in the boss battle with the Incinerator Drone. Their Barbed War Wasp hives sits directly above the Incinerator Drone. These creatures become upset when the

searing heat from the malfunctioning Drone reaches their home. Barbed War Wasps can shoot their barbed stingers a great distance and regrow them in seconds. It's best to destroy them as they exit their hive. The Power Beam is the most effective weapon here because of its speed. You should also try to manually target these enemies so you can quickly switch to the next available target after eliminating the first.

Beetle



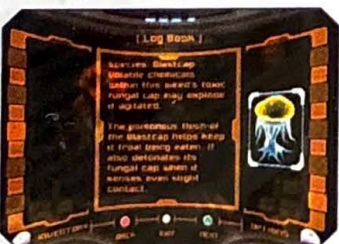
Found In:
Tallon Overworld, Chozo Ruins

Recommended Weapon:
Any

Beetles live underground and pop out of the ground as you approach them. Quickly destroy them with any weapon you have. The Power Beam's speed helps when fighting more than

one Beetle. Be ready to dash out of the way of their charge attack. Beetles are unwilling to travel very far when pursuing an enemy. If you back up quickly, you'll find that they dig back into the ground after a few steps. They then reappear where they first entered the scene.

Blastcap



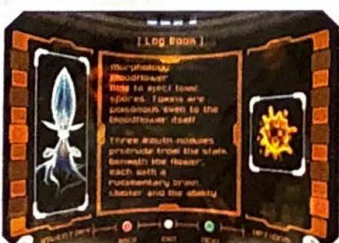
Found In:
Tallon Overworld, Chozo Ruins

Recommended Weapon:
Any

These poisonous mushroom-like plants are strewn about Tallon Overworld and Chozo Ruins. They explode and release a noxious gas on contact. Shoot them from a distance

to be safe. If you can't help but touch one, move away quickly, and you may still be able to avoid taking damage. It's always best to manually target Blastcaps. Because they grow in groups, it's really easy to miss one in a hail of automated fire.

Bloodflower



Found In:
Tallon Overworld

Recommended Weapon:
Plasma Beam

Bloodflowers are stationary, but they eject poisonous spores if you wander within their reach. The spores are lethal to you and it. To destroy this dangerous plant, keep your distance

and wait for it to propel the green ball of spores at you. Once the ball is in the air, shoot the ball to send the spores back to the Bloodflower. The resulting explosion should be enough to wipe out the vicious plant. The Plasma Beam is extremely effective against this enemy. Although the Ice Beam can be used, it won't eliminate the enemy; you'll have to follow up the cold attack with a missile to finish the job.

Burrower



Found In:
Magmoo Caverns, Phazon Mines

Recommended Weapon:
Power Beam, Morph Ball Bomb

Burrowers do just that: burrow. You can tell where they are by the moving raised mound of dirt on the ground. While underground, they are impervious to all of your attacks. You

must either shoot them while they are in the air or lay a Morph Ball Bomb directly over them and hope that it explodes as they submerge. Be sure to use a weapon with a high rate of fire. You don't get much time to blast them when they pop out of the ground.

Chozo Ghost



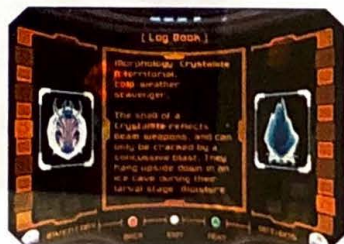
Found In: Chozo Ruins

Recommended Weapon:
Power Beam

Chozo Ghosts are spectral entities that phase in and out of existence. The only reliable way to track them is with your X-ray Visor. They are invulnerable to most beam weapons, and their erratic nature causes

missiles to fly aimlessly. The only way to defeat them is to hit them with your Power Beam. Use charged shots, and constantly dodge to the sides to avoid their attacks. If they hit you, their spectral energy will temporarily interfere with your visor and weapons system. Once you have the X-ray Visor, they're extremely easy to defeat even in large groups.

Crystallite



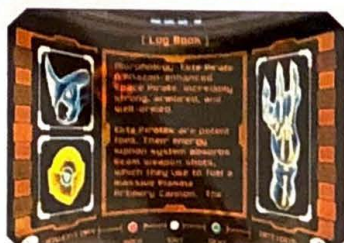
Found In:
Phendrana Drifts

Recommended Weapon:
Missile Launcher

Crystallites crawl around on the frozen surfaces of Phendrana Drifts. Their hardened ice carapace makes them invulnerable to everything but missiles. Crystallites travel in a set

feeding pattern and should be destroyed before you attempt to travel over their territory. Though they aren't aggressive, they will cause you damage if you run into them.

Elite Pirate



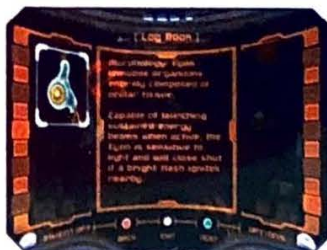
Found In: Phazon Mines

Recommended Weapon:
Power Beam, Charge Beam

Elite Pirates are well armored and well armed. Watch for them to pound on the ground, sending a wave of energy toward you. Double jump over this wave and fire your Power Beam or missiles at it. When it is not

pounding the ground, the Elite Pirate holds up its hand and absorbs any beam weapon you fire at it. Avoid firing at it during this time and just charge your next shot. With just a little bit of practice, you'll be able to eliminate these creeps without much of a battle.

Eyons

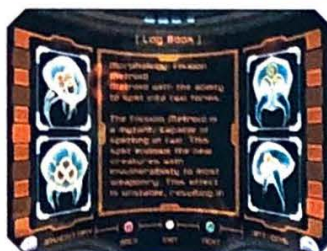


Found In: Chozo Ruins

Recommended Weapon:
Charge Beam

Eyons are mounted on the walls of Chozo Ruins. Their sustained energy beams wave around in random patterns and are lethal. The bright flash from any of your weapons is enough to shut them down for a short time. To destroy Eyons, you must use the Charge Beam.

Fission Metroid



Found In: Impact Crater

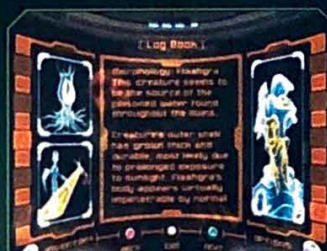
Recommended Weapon:
Any beam weapons, Power Bomb

Fission Metroids are aggressive and have the ability to split into two identical Fission Metroids after taking sufficient damage. The two resulting Fission Metroids are invulnerable to most weapons except for one, which

is randomly determined. The only way to tell is to look at their color. Fission Metroids with yellow tips and body are vulnerable only to Power Beam attacks; purple tips and body, Wave Beam; white tips and body, Ice Beam; red tips and body, Plasma Beam.

Before they split up, you can destroy the Fission Metroid without the splitting effect by letting them attach to you. Once one is attached, turn into the Morph Ball and lay a Power Bomb. The Power Bomb is powerful enough to completely pulverize the Fission Metroid.

Flaahgra



Found In:
Chozo Ruins

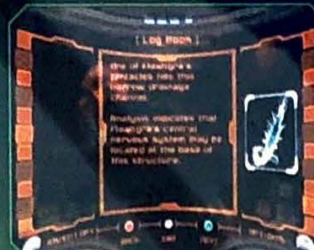
Recommended Weapon:
Missile Launcher and
Charge Beam stuns only

Weak Spot:
Mirror reflectors

Flaahgra is the huge flower that has been making all the water around Chozo Ruins toxic. Your weapons can only stun it for a short time. While stunned, you must knock down the sunlight reflectors that it gets energy from. Hold to keep Flaahgra targeted. Shoot missiles or your Charge Beam to stun it while you strafe toward the mirror reflectors. You must shoot the red orb at the bottom of the reflectors to knock them over.

Without sunlight, the Flaahgra keels over and gives you time to inflict the real damage at the base of it while in Morph Ball mode. Flaahgra is very protective of its mirrors. If you shoot them, it tries to reposition the mirrors. The only way to prevent this is to keep pummeling Flaahgra so that it remains stunned.

Flaahgra Tentacle



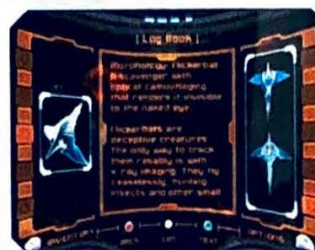
Found In:
Chozo Ruins

Recommended Weapon:
Morph Ball Bomb

Weak Spot:
Base of Flaahgra

The Flaahgra Tentacle has sharp thorns that can cause damage to anyone foolish enough to come too close. Once retracted, you can lay a Morph Ball Bomb in its Morph Ball slot at the bottom of Flaahgra's base. To get the Flaahgra Tentacle to retract, you must shoot down the reflectors surrounding Flaahgra. Once all the reflectors are out of commission, the Flaahgra Tentacle retracts and Samus can enter Morph Ball mode to roll into the tunnel and lay a bomb.

Flickerbat

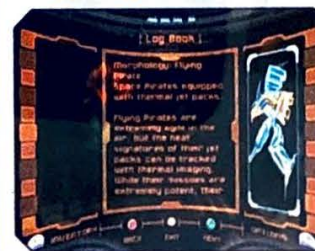


Found In:
Phendrana Drifts

Recommended Weapon:
Any

Flickerbats fly in circular patterns in Phendrana Drifts. Their optical camouflaging renders them nearly invisible to the naked eye. You can't easily target Flickerbats until you find the X-ray Visor. They don't bother you unless you stand in their feeding pattern. The best way to get them out of your way is to manually target them with and shoot your quick-firing Power Beam.

Flying Pirate



Found In:
Phendrana Drifts, Magmoor Caverns,
Tallon Overworld

Recommended Weapon:
Missile Launcher, Ice Beam,
Plasma Beam

Flying Pirates are the airborne versions of the Space Pirates. They fly around with their thermal jetpacks and shoot missiles at their targets. Space Pirates are one of the most dangerous common enemies in the game. Their missiles inflict a lot of damage and are hard to avoid. The Plasma Beam is most effective against them. If you don't have the Plasma Beam yet, freeze them with your Ice Beam and blow them up with missiles. No Ice Beam either? You'll just have to destroy them the old-fashioned way: missiles. But be careful if you are only using missiles; after you destroy them, they come crashing down on you in a violent explosion. Dash out of the way if you see them headed toward you.



Geemer



Found In: Tallon Overworld

Recommended Weapon: Missile Launcher

Geemers crawl around on the slick rocks of Tallon Overworld. They are invulnerable to every weapon except for the Missile Launcher. Their spikes can cause some damage, but they stick to their set hunting patterns and you can usually just jump over them.

Glider



Found In:

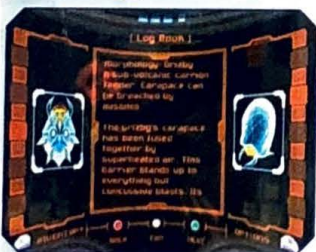
Phendrana Drifts, Tallon Overworld, Phazon Mines

Recommended Weapon: Grapple Beam

Gliders are harmless creatures that soar high above the ground. They have an unusual magnetic signature that allows you to attach the Grapple

Beam to their underbellies. Thus they can be used to swing from place to place. This can be tricky, because Gliders are always on the move. Always shoot your Grapple Beam before the Glider has moved into the position where you want it to be. It will take a moment for the beam to attach and tighten, and the Glider won't stop moving until you begin to swing.

Grizby



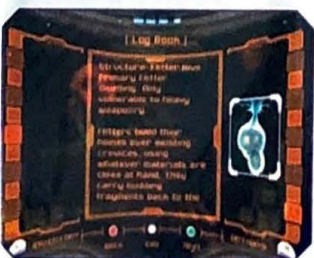
Found In: Magmoor Caverns

Recommended Weapon: Missile Launcher

Grizbies are found exclusively in the harsh environment of Magmoor Caverns. The intense heat of their home has fused their carapace into a barrier that is invulnerable to all but

the concussive effects of the Missile Launcher. Grizbies aren't aggressive and stick to their set scavenging patterns. The damage they cause isn't much, but they can push you off platforms into the more lethal lava. A single missile fired from a distance is enough to rid you of these creatures.

Hive



Found In: Chozo Ruins

Recommended Weapon: Missile Launcher

War Wasp Hives are the home of War Wasps. Find them high on the walls of Chozo Ruins. If you do not destroy the hives, War Wasps continue to emerge from them. It's best to

identify War Wasp Hives as you enter each area and shoot each of them with a missile. Once they are destroyed, you are free from the nuisance of War Wasps for the duration of your stay in that area. However, War Wasp Hives are rebuilt once you leave the area for any length of time.

Hive Mecha



Found In: Chozo Ruins

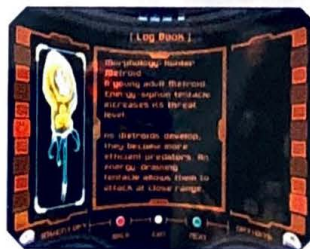
Recommended Weapon: Power Beam

Weak Spot: Four entrances marked by red light

The Hive Mecha's only defenses are the Ram War Wasps. Once deployed, the Ram War Wasps

circle around you and try to push you into the toxic waters. After each round of Ram War Wasps is defeated, target the red light from one of the entrances to the Hive Mecha. You must repeat this process until the Hive Mecha blows up. See Ram War Wasp also.

Hunter Metroid



Found In:

Phendrana Drifts, Phazon Mines, Impact Crater

Recommended Weapon: Ice Beam

The young adult version of the Metroid parasite, Hunter Metroids are better adapted at hunting prey. They extend a tentacle that inflicts

damage to their potential meal. They're also known for ramming into enemies, which can be just as deadly. The best weapon to use against Hunter Metroids is the Ice Beam. If you are caught by a Hunter Metroid's tentacle, you must shoot it off of you. Freeze the enemy, then finish it off with a missile.

Ice Beetle



Found In:

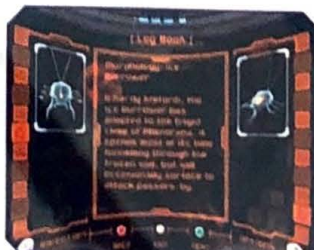
Phendrana Drifts

Recommended Weapon: Plasma Beam

The Ice Beetle is a better-armed version of the standard Beetle. The ice covering its body makes Ice Beetles a little resistant, but not immune, to all attacks but the

Plasma Beam. If you don't yet have the Plasma Beam when you face them, any weapon will do; just be prepared to shoot them with a few extra shots.

Ice Burrower



Found In:

Phendrana Drifts

Recommended Weapon: Power Beam, Morph Ball Bomb

Ice Burrowers burrow in the frozen grounds of Phendrana Drifts. You can spot them by the raised trail they leave behind. To destroy them with your quick-firing Power Beam, you

must wait until they sense your presence and pop out of the ground. To destroy them while they are still burrowing, turn into the Morph Ball and lay a bomb on top of them. The Morph Ball Bomb you lay will also destroy them if they pop up above ground before it detonates.

Ice Parasite



Found In:
Phendrana Drifts

Recommended Weapon:
Power Beam

Ice Parasites have adapted to the frigid environment of Phendrana Drifts. As with the rest of the Parasite family, shoot them quickly with your Power Beam before they can reach you.

If you are in Morph Ball mode, you can roll right by them without taking much damage before they settle on the floor.

Ice Shriekbat



Found In:
Phendrana Drifts

Recommended Weapon:
Power Beam

Ice Shriekbats are the frosty versions of Shriekbats. Found only in Phendrana Drifts, treat them like you would Shriekbats. Destroy them quickly or simply step out of the way

once they are in the air. To enter them into your Log Book, you must scan them the first chance you get; after you fight Thardus, they will not reappear.

Ice Trooper



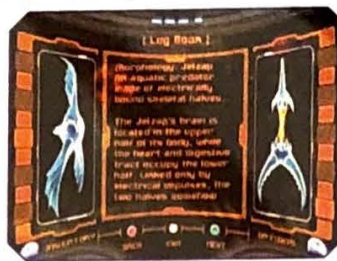
Found In:
Phazon Mines

Recommended Weapon:
Ice Beam

Ice Troopers have reverse-engineered the Chozo technology to employ your Ice Beam into their weaponry. Though not as powerful as the original designs, they still pack quite a punch.

The flaw in their design makes them vulnerable to Ice Beam attacks. It's always best to use a charged shot from your Ice Beam to freeze them, and then finish them off with a missile. Normal shots are just too slow and take far too long to do the job.

Jelzap



Found In:
Tallon Overworld, Phendrana Drifts

Recommended Weapon:
Any

Jelzaps are water dwellers and are vulnerable only at close range when the top and bottom halves of their body separate to launch an attack. When you approach a Jelzap, it

separates at the middle and charges up for the attack. The charge-up has a sucking effect and will pull you toward it. Jelzaps are only vulnerable when they are charging up for the attack. Missiles are most effective, but Jelzaps can be blown up with any of your weapons. It's also easy to dodge, rather than fight, most Jelzaps.

Lumigek



Found In:
Impact Crater

Recommended Weapon:
Any beam weapon

Lumigeks are very similar to Parasites. They crawl around in large packs covering floors, walls, and ceilings. They aren't as aggressive as Parasites, but they can still cause a

great deal of harm to you. Blast a path through them with your weapons, then race past before they can recover. There's no way to completely stop the flow of Lumigeks.

Magmoor



Found In:
Magmoor Caverns

Recommended Weapon:
Ice Beam, Charge Beam, Missile

Magmoors are lava-dwelling serpents with fiery breath. The flame that shoots out of their mouths has a limited range and can easily be avoided. Keep out of range of their

fire-breath and throw a few missiles and Power Beam attacks to send them back to their molten depths. Use the Ice Beam to freeze the creature's head, and they're even easier to dispatch.

Incinerator Drone



Found In:
Chozo Ruins

Recommended Weapon:
Any

Weak Spot:
Red orb of internal power core

The Incinerator Drone has two "arms" that rotate at a slow rate and shoot flames. Dodge the flames and wait for the internal power core to pop up. Fire all you have at the red orb at the top of the core. When it malfunctions, the Incinerator Drone shoots flame directly up to stir up the Barbed War Wasps in the hive. You must keep an eye on the Incinerator Drone while you blast away at the Barbed War Wasps coming out of the hive. When the Incinerator Drone starts up again, it begins to rotate with one side shooting a low-to-the-ground flame and the other a high flame. Continue to stand in one spot while you shoot the Barbed War Wasps. The high flame will pass over your head if you are standing far enough away and you can jump over the low flame when it comes around. While dodging the flames and shooting the War Wasps, you must also watch for the power core to pop up. Repeat this until the Incinerator Drone is kaput. See Barbed War Wasp also.

Mega Turret



Found In:
Phazon Mines

Recommended Weapon:
Missile Launcher, Wave Beam

Mega Turrets are souped-up versions of Auto Turrets. Their shielding is better, and they have increased firepower. Destroy these from a distance with a few missiles or the

Wave Beam. The damage from Mega Turrets can be fatal; duck back and forth from behind nearby obstacles to minimize the damage you take. Also be on the lookout for any nearby switches; you can often disable Mega Turrets by scanning a switch rather than engaging them in combat.

Meta Ridley



Found In:
Tallon Overworld

Recommended Weapon:
Plasma Beam

Weak Spot:
Chest and head

Meta Ridley isn't easy to catch. It has wings, which allows it to attack you from the air with its

fiery breath and bombs. While it's zooming around, you won't be able to hit it. Just go into Morph Ball mode and use the Boost Ball to dash out of the way during each pass. When Meta Ridley pauses to fire at you, it will expose its one true weak spot, its chest. Use the Plasma Beam to fry its vulnerable spot. Once you've caused significant damage, Meta Ridley's wings will ignite and burn away. This will force it to fight you on the ground.

Once Meta Ridley is on the ground, it will try to run over you. Watch it rear back. This is your signal to move. Strafe to the side to avoid being hit, but always be ready for another charge. Should the boss look over its shoulder after a charge, it's going to try to swipe you with its tail. Double jump to avoid the attack. Meta Ridley is vulnerable only when it's roaring at you and its mouth is open. Shoot the boss until you stun it, and Meta Ridley will rear back, giving you a clean shot at its chest. Though you can stun it by shooting it in the head, the chest is the only spot that will actually cause damage to the beast.

Metroid



Found In:
Phendrana Drifts, Phazon Mines, Impact Crater

Recommended Weapon:
Ice Beam, Morph Ball Bomb

Metroids are energy-based parasites that are averse to cold temperatures. A few shots from your Ice Beam are enough to destroy a Metroid. When a Metroid gets too close for comfort, it

attaches to you and won't let go. The only way to escape is to go into Morph Ball mode and lay a Morph Ball Bomb. You can destroy an entire horde of Metroids with a single Power Bomb if the situation calls for it.

Metroid Prime (First form)



Found In:
Impact Crater

Recommended Weapon:
All beam weapons

Weak Spot:
Eyes

Metroid Prime employs a wide variety of attacks. They can all be dodged easily. The only really tricky attack is its web, which hooks onto

you and allows Metroid Prime to pull you into its grasp. You can break the beam by delivering a hard shot to its face.

You fight Metroid Prime in several stages. During each stage, you must hurt it multiple times before it runs away and the next stage begins. To do so, you must pay close attention to Metroid Prime's color. Between the cracks in its armor you'll see a color that corresponds with one of your beam weapons (yellow = Power Beam, purple = Wave Beam, white = Ice Beam, red = Plasma Beam). You must use the weapon that corresponds with Metroid Prime's color in order to damage it. Target its glowing red eyes and let loose with a charged shot. If the shot strikes Metroid Prime's armor, it will bounce back toward you. Dodge, or you'll take damage. If you can afford it, use your combos to really unleash massive damage on the boss.

Each time you cause significant damage to Metroid Prime, it will fall back and let out a bloodcurdling scream. It will then either charge at you or run away. When you see it fall back, be sure to switch to Morph Ball Mode and quickly roll into one of the trenches on the floor. Thus if the boss runs toward you, it will pass over harmlessly. You can also restore your energy and ammunition by blasting the slow-moving orbs that sometimes come at you. These often drop power-ups when destroyed.

Metroid Prime (Second form)



Found In:
Impact Crater

Recommended Weapon:
Phazon Beam

Weak Spot:
Head

Prime is the end-all be-all of the game and the toughest foe you'll face. It has only one weakness, the Phazon Beam, which isn't easy to use.

Prime attacks by creating huge rings of fire and by ramming its opponent. Double jump over the fire rings and do your best to keep your distance, or you'll be chopped to bits in no time by its attacks. It can also create Metroids, Hunter Metroids, and Fission Metroids to aid it in battle.

When the boss creates Metroids, it will drop a large pool of Phazon energy on the ground. Stand in the Phazon energy, and your beam weapon will become the Phazon Beam. The Phazon Beam releases a continuous ray of energy that slices through Metroids in seconds. However, the Phazon pool will be quickly drained, and you'll need to find another supply.

To make the fight even trickier, Prime constantly alters its form, so it can't always be seen. You must use the Combat, Thermal, and X-ray Visors to track it. Which visor you use will be random, so expect to do a lot of switching. When trying to reach the Phazon pools, the Metroids released by Prime can be a real problem. Use a Power Bomb to eliminate them quickly, or get to the Phazon fast and blast them with the Phazon Beam. It's also important that you pay close attention to Prime's actions when trying to reach the Phazon and target the boss. Its attacks knock you around the room and can make standing in one spot a real problem. Dodge them, or prepare to be frustrated.

Plasma Trooper



Found In:
Phazon Mines

Recommended Weapon:
Plasma Beam

Plasma Troopers use reverse-engineered Plasma Beams. The flaw in their copy of the Chozo technology is that they are especially vulnerable to your own Plasma Beam. Keep your

distance and use the Plasma Beam to get rid of this dangerous nuisance. The Plasma Beam's rate of fire is high enough that you really don't even need to use a charged shot against the enemy, but it doesn't hurt.

Plated Beetle



Found In:
Chozo Ruins

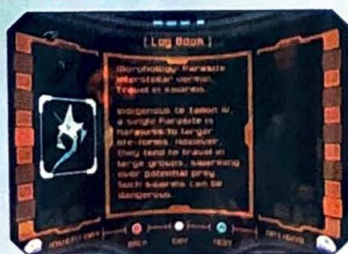
Recommended Weapon:
Missile Launcher

Weak Spot:
Rear abdomen

The Plated Beetle is a larger and more heavily armored version of its cousin, the Beetle. The Plated

Beetle is invulnerable to all attacks from the front. Only its red rear abdomen is vulnerable to attack. Stand your ground, leaving plenty of room on either side to dash when the time comes. The Plated Beetle likes to charge at you and stop just before it reaches you. It then strafes from side to side before it goes in for the attack. Watch for the shimmering horns and dash to the side. When the Plated Beetle shoots right past you, unleash the fury of your arsenal at its brightly colored rear abdomen. Missiles work the best but can be slow. For quicker but less damaging shots, use the Power Beam.

Plated Parasite



Found In:
Magmoor Caverns, Chozo Ruins

Recommended Weapon:
Morph Ball Bomb

The Plated Parasites are well-armored versions of Parasites. The best way to deal with them is to avoid them. If you need to get them out of your way, lay a Morph Ball Bomb and blow them off the walls.

Plated Puffer



Found In:
Chozo Ruins

Recommended Weapon:
Missile Launcher

Plated Puffers are better armored than Puffers. Missiles are very effective on these floating creatures. The gas released as you destroy them stays in the air for a few seconds after they disappear.

Plazmite



Found In:
Chozo Ruins

Recommended Weapon:
Power Beam

Plazmites are slow-flying creatures that light up the area with their energy-filled bodies. They are too slow to pose a real threat, and it's generally better to just let them be

unless they are in your way. In some places, the light they emit is very useful for looking around the room.

Power Trooper



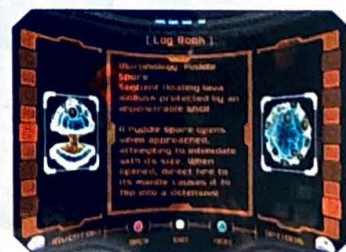
Found In:
Phazon Mines

Recommended Weapon:
Power Beam

Power Troopers have stolen the Chozo technology for the Power Beam weapon. Their implementation of the design isn't as good as the original, but still packs quite a punch.

Their flawed design makes them vulnerable to Power Beam attacks. Use your Power Beam to blow the Power Troopers into oblivion. If you can manage it, it's best to use the Super Missile (Power Beam Combo) rather than dueling it out with these cretins. In a one-on-one fight, they can really dish out a lot of damage unless you can find excellent cover.

Puddle Spore



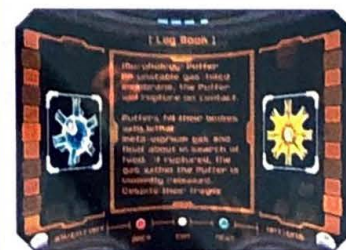
Found In:
Magmoor Caverns

Recommended Weapon:
Any

Puddle Spores populate the molten lava of Magmoor Caverns and cannot be destroyed. When one opens, shoot it in its mantle to flip it into its defensive position. Once the Puddle

Spore is in this position, you can use it as a platform to get across stretches of lava. If the Puddle Spore has an opportunity to close shut, it ejects a spread of harmful energy globules. These creatures cannot be destroyed.

Puffer



Found In:
Magmoor Caverns

Recommended Weapon:
Any

Puffers are filled with the lethal meta-viprium gas that is violently released when hit with any weapon. Shoot these floating creatures from afar; the gas they leave behind stays lethal for a few seconds after the Puffer is destroyed.

Pulse Bombu

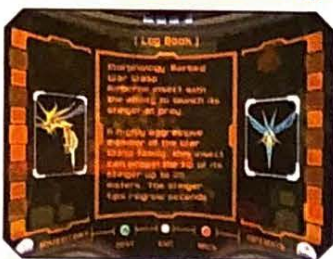


Found In:
Chozo Ruins, Phendrana Drifts

Recommended Weapon:
Wave Beam

Pulse Bombus are floating electrical creatures invulnerable to most known weapons. The electric field it produces can cause your visors to malfunction if you get too close. The only weapon that can destroy it is the Wave Beam. Unlike the related Scatter Bombus, Pulse Bombus drop pulse bombs. To get past them, shoot them with your Wave Beam or roll past between bomb drops. They can also attach to you in a way similar to a Metroid. If they do, quickly switch to Morph Ball mode and use a bomb to drive them off.

Ram War Wasp

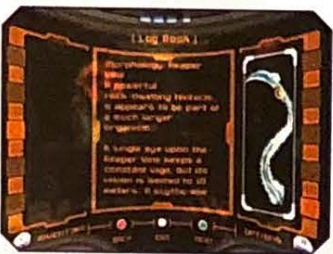


Found In:
Chozo Ruins

Recommended Weapon:
Power Beam

Ram War Wasps appear during the boss fight with the Hive Mecha. They emerge in waves and spin around you before they position themselves in a circle. Their hive mind allows them to all attack at once. Use your Power Beam to rotate with the Ram War Wasps and quickly fire at them. When they stop, use to lock on and shoot them before they get a chance to ram you. After you destroy each wave, aim for the Hive Mecha. You must repeat this with each wave of Ram War Wasps that issue from the Hive Mecha. See Hive Mecha also.

Reaper Vine

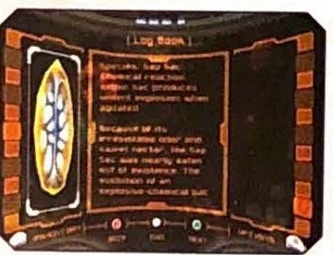


Found In:
Chozo Ruins, Tallon Overworld

Recommended Weapon:
Any

Reaper Vines protrude from holes in the walls or holes in the ground, or are simply planted in the ground. Shooting them only makes them retract for a short time. They are most commonly seen blocking your path. Shoot them and be on your way.

Sap Sac

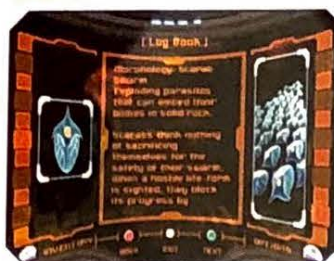


Found In:
Tallon Overworld

Recommended Weapon:
Any

Sap Sacs are attached to tree trunks and branches. They don't move or bother you, and you can touch them all you want. Shoot them to cause a violent chemical explosion within the Sap Sac. The explosion can destroy nearby enemies, but don't get too close yourself, or you'll feel their terrible wrath.

Scarabs



Found In:
Chozo Ruins

Recommended Weapon:
Any

Scarabs run in swarms and keep to small tunnels and corridors. Individually, they do not inflict much damage. In a swarm, they can drain your energy very quickly. Use the quick-firing Power Beam to destroy the swarm before walking through their numbers. If in a hurry, the Morph Ball can roll through a swarming group of Scarabs while taking minimal damage. This is best done before they settle on floor.

Scatter Bombu



Found In:
Chozo Ruins, Magmoor Caverns, Phendrana Drifts, Phazon Mines

Recommended Weapon:
Wave Beam

Scatter Bombus are floating electrical creatures invulnerable to most known weapons. The electric field it produces can cause your visors to malfunction if you get too close. The Wave Beam is the only weapon that can destroy it. If you encounter a Pulse Bombu before you find the Wave Beam, change into the Morph Ball and roll between their electrical beams.

Seedling



Found In:
Tallon Overworld

Recommended Weapon:
Any

Seedlings are found feeding on the grounds of Tallon Overworld. When threatened, they fire their dorsal spines that home in on nearby targets. Seedlings are easily destroyed by a few shots from any weapon in your arsenal, but shoot fast or you'll be stung.

Sentry Drone



Found In:
Phendrana Drifts, Phazon Mines

Recommended Weapon:
Wave Beam

Sentry Drones are the Space Pirates' electrical security guards. When you are detected by a Sentry Drone, it locks the doors around you and tries to scramble your visor. Destroy them with your Wave Beam from a distance, or you won't be able to see.

Shadow Pirate



Found In:
Phendrana Drifts, Phazon Mines

Recommended Weapon:
Plasma Beam, Ice Beam

Shadow Pirates are equipped with high-tech cloaking devices; these suck up so much energy that nothing is left for any long-range weapons. Put on your Thermal Visor

to detect Shadow Pirates and shoot them from a distance. Once you hit them with your Plasma Beam, the fire is visible even if they are cloaked. If you prefer, freeze them with an Ice Beam blast and follow it up with a missile.

Sheegoth



Found In:
Phendrana Drifts

Recommended Weapon:
Plasma Beam, Missile Launcher

Weak Spot:
Mouth, side of head

The Sheegoth is a formidable foe. Not only is it invulnerable to most of your weapons, but the crystals

on its back absorb attacks to be fired out of its mouth. The more powerful the attack to its body, the more powerful a blast it can shoot back at you. Aim for the mouth or the side of the head with your Missile Launcher. If you have the Plasma Beam, you don't have to aim for the head and mouth; the Plasma Beam inflicts damage to all parts of its body. The Sheegoth is also armed with a frigid gas attack that can freeze you in your steps. Tap repeatedly to escape.

Shriekbat



Found In:
Chozo Ruins, Phendrana Drifts

Recommended Weapon:
Power Beam

Shriekbats hang upside down from ceilings and are best detected by using your Thermal Visor. If you detect them while they still hang on the ceilings, you can pick them off

without danger. If you don't destroy them before they detect you, they launch a screeching attack toward where you stand. Use your quick-firing Power Beam to pick them off as they fly toward you. Once they are in the air, they cannot change direction. If you simply step out of the way, they go crashing into the spot where you once stood.



Space Pirate



Found In:
Space Pirate Frigate, Tallon Overworld, Phendrana Drifts, Phazon Mines

Recommended Weapon:
Missile Launcher

Space Pirates are the aggressive race of aliens performing all the twisted experiments you see in Metroid

Prime. From afar, they fire lethal cannons. Up close, they wield forearm-mounted scythes that are even more damaging. Although you can hurt them with any weapon, the Missile Launcher is the most effective. Shoot a couple missiles into their charging bodies.

Stone Toad



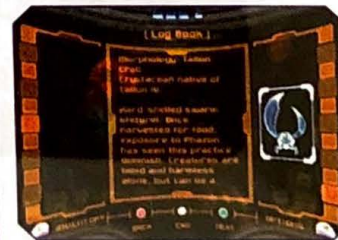
Found In:
Chozo Ruins

Recommended Weapon:
Morph Ball Bomb

suck you into its belly. Lay a Morph Ball Bomb while in its belly to blow up your would-be digester. If you don't yet have the Morph Ball Bomb, wait a few seconds for the Stone Toad to realize you're not so tasty

after all and spit you out.

Tallon Crab



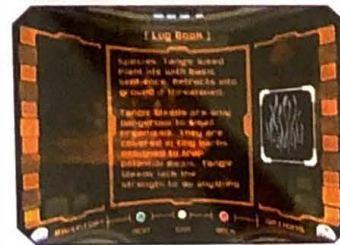
Found In:
Tallon Overworld

Recommended Weapon:
Any

take is minimal if you reduce their numbers before diving in. Use the Morph Ball to add a little speed to your escape.

take is minimal if you reduce their numbers before diving in. Use the Morph Ball to add a little speed to your escape.

Tangle Weed

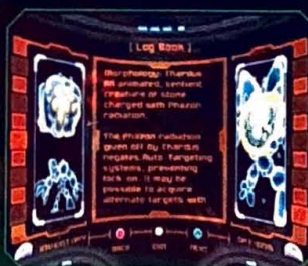


Found In:
Tallon Overworld, Chozo Ruins

Recommended Weapon:
Power Beam

This weed is harmless. All it does is slow you down when you pass through. You can shoot it to make it retract into the ground for a short time. Tangle Weed cannot be destroyed.

Thardus



Found In:

Phendrana Drifts

Recommended Weapon:

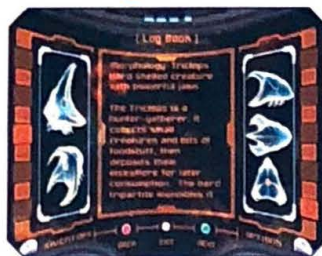
Missile Launcher, Charge Beam

Weak Spot: Varies

Thardus is a huge animated ice-and-rock creature infused with Phazon radiation. Because of this, it negates your auto-targeting

system. Switch to your Thermal Visor to enable auto-targeting through heat sensing. With your Thermal Visor, you can lock on to Thardus's weak point and fire away. Missiles and the Charge Beam are very effective against Thardus's weak spots. Once the weak spot is destroyed and the Phazon core exposed, Thardus gives off so much heat that it overloads your Thermal Visor. Switch back to the Combat Visor immediately and lock on to its newly exposed Phazon core. Destroy the exposed Phazon with missiles and Charge Beam shots. Once it is destroyed, the heat subsides, and you can put your Thermal Visor back on to find the next weak spot. Tap **○** repeatedly if you are caught in Thardus's ice attack, and use the Morph Ball to avoid it as it rolls around the arena.

Triclops



Found In:

Magmoor Caverns

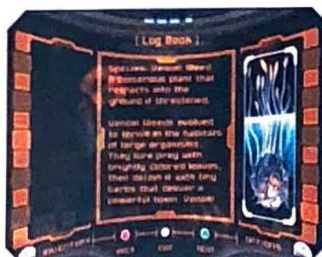
Recommended Weapon:

Morph Ball Bombs

Triclops are small hunter-gatherers that collect small creatures and deposit them elsewhere for later consumption. Damage from Triclops is minimal whether or not you are in

Morph Ball. The real damage comes from them depositing you in a pool of lava. If you are picked up by a Triclops, roll **○** in a circular motion to escape and drop a couple Morph Ball Bombs to destroy them. The Triclops will pick up the Morph Ball Bombs placed in front of them and be destroyed at detonation.

Venom Weed



Found In:

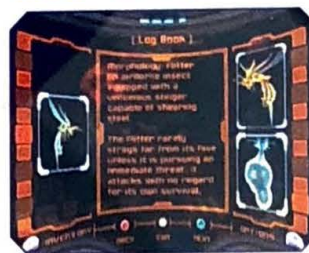
Tallon Overworld, Chozo Ruins

Recommended Weapon:

Any

Venom Weed ensnares anything that passes through it. Your movements are slowed, and the poison it excretes inflicts a steady amount of damage. Venom Weed cannot be completely eradicated; it can only be forced to retract into the ground with a few shots from any of your weapons.

War Wasp



Found In:

Chozo Ruins

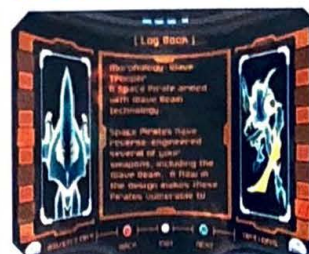
Recommended Weapon:

Any

War Wasps live in War Wasp Hives high on the walls of Chozo Ruins. Stirred up when you near their hive, they attack with their venomous stingers. They aren't very fast, and

can be destroyed by a couple of Power Beam shots. They can be overwhelming if they swarm while you are standing on a ledge or platform. Destroy them all before they reach you, and don't forget to shoot a missile at the hive. See War Wasp Hive.

Wave Trooper



Found In:

Phazon Mines

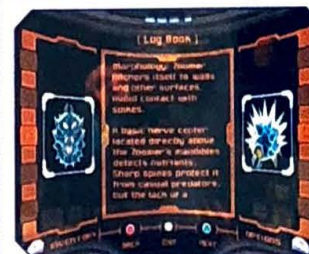
Recommended Weapon:

Wave Beam

Wave Troopers are the Wave Beam-toting variation of beam Troopers. Their Wave Beam technology isn't as powerful as the one you're carrying, but it's still

dangerous. Use the Wave Beam to destroy them before they get a chance to use their's on you. Use charged shots to stun them, then quickly use several more half-charged shots to finish them off, this way, they won't get a chance to fight back. When faced with multiple Wave Troopers, use the Wave Beam Combo to quickly lay waste to the entire group.

Zoomer



Found In:

Tallon Overworld, Magmoor Caverns

Recommended Weapon:

Any

Zoomers are spiky wall crawlers. They lack a particularly strong shell and can be destroyed by any one of your weapons. Zoomers aren't aggressive, because they are always

busy scavenging for food. They don't pose much of a threat but can be a real annoyance when you are trying to navigate floating platforms and ledges. Don't waste missiles on them; destroy them with any other weapon.



Upgrades and Log Book Entries

FINDING IT ALL

Here are complete listings of every upgrade, Pirate Data, Chozo Lore, and Research entry in the game. We tell you the world and room in which you can find them, and tell you any additional information you need to know about acquiring the item in question. The tables are broken up by type. You can also use this section to keep track of what you've found and see what you haven't.

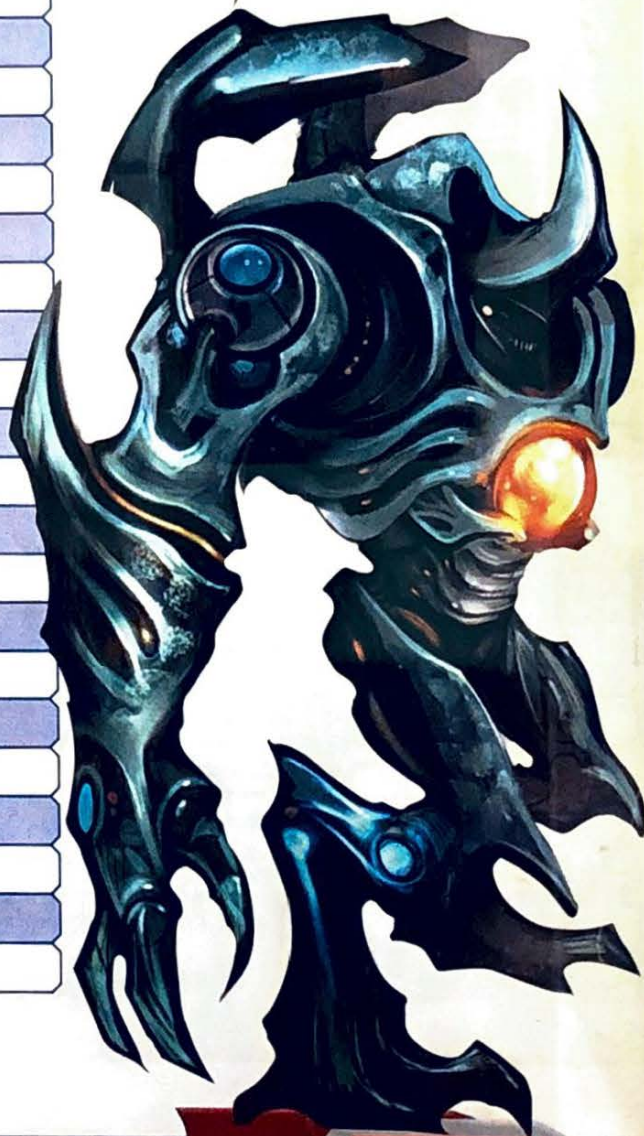
Primary Upgrades

✓ Upgrade	World	Room	Comments
Missile Launcher	Chozo Ruins	Hive Totem	Defeat Ram War Wasps and Hive Mecha
Morph Ball	Chozo Ruins	Ruined Shrine	Defeat Plated Beetle
Charge Beam	Chozo Ruins	Watery Hall	Solve rune puzzle
Morph Ball Bomb	Chozo Ruins	Burn Dome	Defeat Incinerator Drone
Boost Ball	Phendrana Drifts	Phendrana Canyon	Align the platforms
Space Jump Boots	Tallon Overworld	Alcove	Access through Tallon Canyon
Wave Beam	Phendrana Drifts	Chapel of the Elders	Defeat Sheegoth
Super Missile	Phendrana Drifts	Observatory	Activate holographic projector
Thermal Visor	Phendrana Drifts	Research Core	Deactivate force field with three switches
Spider Ball	Phendrana Drifts	Quarantine Cave	Defeat Thardus
Wavebuster	Chozo Ruins	Tower of Light	Destroy cracked supports
Ice Beam	Chozo Ruins	Antechamber	Activate Chozo statue in Hall of the Elders
Gravity Suit	Phendrana Drifts	Gravity Chamber	Look for it underwater
Power Bomb	Phazon Mines	Central Dynamo	Pass through maze
Grapple Beam	Phazon Mines	Storage Depot (off Ore Processing)	Realign tower in Ore Processing
X-ray Visor	Tallon Overworld	Life Grove	Use Power Bomb to gain access
Ice Spreader	Magmoor Caverns	Shore Tunnel	Destroy bridge with Power Bomb
Plasma Beam	Magmoor Caverns	Plasma Processing (off Geothermal Core)	Solve Geothermal Core puzzle
Flamethrower	Phazon Mines	Storage Depot A (off Mine Security Station)	Open control room with Power Bomb to deactivate force field
Phazon Suit	Phazon Mines	Elite Quarters	Defeat Omega Pirate



Pirate Data

✓ Data Name	World	Room
Metroid Prime	Phazon Mines	Elite Control
Mining Status	Phendrana Drifts	Research Lab Hydro
Artifact Site	Tallon Overworld	Temple Security Station
Special Forces	Phazon Mines	Metroid Quarantine B
Metroid Forces	Phendrana Drifts	Research Lab Aether
Chozo Studies	Phazon Mines	Elite Control
Fall of Zebes	Space Pirate Frigate	Biohazard Containment
Prime Mutations	Phazon Mines	Elite Control
Security Breaches	Phendrana Drifts	Research Lab Hydro
Phazon Analysis	Phendrana Drifts	Research Lab Hydro
Omega Pirate	Phazon Mines	Omega Research
Contact	Phendrana Drifts	Observatory
Chozo Ghosts	Phazon Mines	Elite Control
Prime Breach	Phazon Mines	Elite Control
Parasite Larva	Phendrana Drifts	Research Lab Hydro
Meta Ridley	Phendrana Drifts	Research Lab Aether
Phazon Program	Phendrana Drifts	Observatory
Metroid Morphology	Phendrana Drifts	Research Lab Aether
Chozo Artifacts	Phazon Mines	Elite Control
Phazon Infusion	Phazon Mines	Research Lab Aether
Metroid Studies	Phendrana Drifts	Research Lab Aether
The Hunter	Phazon Mines	Elite Control
Elite Pirates	Phazon Mines	Elite Research
Glacial Wastes	Phendrana Drifts	Research Lab Hydro
Hunter Weapons	Phazon Mines	Elite Control



Chozo Lore

Lore Name	World	Room	Comment
Infestation	Chozo Ruins	Crossway	
Binding	Tallon Overworld	Artifact Temple	
Cradle	Chozo Ruins	Furnace	
Beginnings	Chozo Ruins	Vault	
Cipher	Phendrana Drifts	Ice Ruins West	In the building to the right of where you enter - easy to miss
Worm	Chozo Ruins	Crossway	
Fountain	Chozo Ruins	Ruins Entrance	
Exodus	Chozo Ruins	Ruined Nursery	
Hatchling's Shell	Chozo Ruins	Crossway	
Hatchling	Chozo Ruins	Ruined Fountain	
Meteor Strike	Chozo Ruins	Watery Hall	
Contain	Chozo Ruins	Sun Tower	
The Turned	Phendrana Drifts	Phendrana Canyon	Look under the door where you enter
Hope	Chozo Ruins	Hall of the Elders	
Statuary	Tallon Overworld	Artifact Temple	
Newborn	Chozo Ruins	Magma Pool	In hidden chamber near the Power Bomb Expansion

Research

Entry Name	Comments
Save Station	Scan any of the Save Stations throughout the game.
Missile Door Lock	Scan any door that requires a missile to open <i>before</i> you shoot it.
Map Station	Scan any of the Map Stations throughout the game <i>before</i> you use it.
Spinner	Scan an active Spinner to add it to your Log Book.
Missile Ammunition	Scan any Missile Ammunition dropped by enemies or found in crates
Large Energy	Scan any Large Energy dropped by enemies or found in crates. Large Energies are red.
Small Energy	Scan any Small Energy dropped by enemies or found in crates. Small Energies are blue.
Stalactite	Scan the Stalactites <i>before</i> you shoot them down to form bridges or platforms.
Missile Station	Scan a Missile Station <i>before</i> you reload your Missile Launcher.
Spider Ball Track	Scan the magnetic Spider Ball tracks once you have the Spider Ball upgrade.
Power Bomb Ammo	Scan a Power Bomb Ammo dropped by enemies or found in crates.
Grapple Point	Scan the Grapple Point <i>after</i> you get the Grapple Beam.
Zebes	Scan the planet Zebes in Phendrana Drifts' Observatory.
Ultra Energy	Scan any Ultra Energy dropped by enemies or found in crates. Ultra Energies are yellow.
Morph Ball Slot	Scan an active Morph Ball slot.
Tallon IV	Scan the planet Tallon IV in Phendrana Drifts Observatory.
Locked Door	Locked Doors prevent you from leaving an area until you defeat an enemy within. These doors are locked when you first find them: entrance to the Hall of the Elders in Chozo Ruins, the door across from the entrance to the Control Tower in Phendrana Drifts.
Gunship	Scan Samus's ship at the Landing Site in Tallon Overworld.

Artifacts

Artifact	World	Room	Requires
Truth	Tallon Overworld	Artifact Temple	Missile Launcher
Strength	Magmoor Caverns	Warrior Shrine	Space Jump Boots and Morph Ball
Elder	Phendrana Drifts	Control Tower	Plasma Beam, Space Jump Boots, Missile Launcher, and Morph Ball
Wild	Chozo Ruins	Sunchamber	Super Missile and Spider Ball
Lifegiver	Chozo Ruins	Tower Chamber (off Tower of Light)	Gravity Suit and Space Jump Boots
Warrior	Phazon Mines	Elite Research	Power Bomb
Chozo	Tallon Overworld	Life Grove	Power Bomb and X-ray Visor
Nature	Magmoor Caverns	Lava Lake	X-ray Visor and Super Missile
Sun	Phendrana Drifts	Chozo Ice Temple	Plasma Beam and Morph Ball
World	Chozo Ruins	Elder Chamber (off Hall of the Elders)	Plasma Beam
Spirit	Phendrana Drifts	Storage Cave (off Phendrana's Edge)	Grapple Beam, X-ray Visor, Power Bomb, and Plasma Beam
Newborn	Phazon Mines	Phazon Mining Tunnel	Phazon Suit and Morph Ball Bomb

Missile Expansions

World	Room	Requires	Comments
Tallon Overworld	Landing Site	Morph Ball	Small tunnel behind ship
Tallon Overworld	Root Cave	Grapple Beam and X-ray Visor	Alcove near the top, look for invisible platforms
Tallon Overworld	Arbor Chamber	Grapple Beam, X-ray Visor, and Ice Beam	Room at the very top of Root Cave
Tallon Overworld	Transport Tunnel B	Varia Suit	Under bridge
Tallon Overworld	Frigate Crash Site	Gravity Suit and Space Jump Boots	Underwater alcove near center
Tallon Overworld	Overgrown Cavern	Morph Ball	In tunnel between Venom Weed
Tallon Overworld	Biohazard Containment	Gravity Suit and Super Missile	Locked in closed containment capsule
Tallon Overworld	Great Tree Chamber	X-ray Visor and Space Jump Boots	Look for hidden platform and room behind tree
Tallon Overworld	Life Grove Tunnel	Boost Ball and Morph Ball Bomb	Blow hole in top of oval rock and drop in
Chozo Ruins	Main Plaza	Boost Ball	Above half pipe and under bridge
Chozo Ruins	Main Plaza	Space Jump Boots and Super Missile	Under knot in large tree
Chozo Ruins	Main Plaza	Grapple Beam	Must come through the Magma Pool to reach proper spot
Chozo Ruins	Ruined Shrine	Morph Ball Bomb	Through small tunnel at base of room
Chozo Ruins	Ruined Shrine	Morph Ball and Boost Ball	In small room at top of half pipe
Chozo Ruins	Ruined Nursery	Morph Ball Bomb	In maze along wall
Chozo Ruins	Ruined Gallery	Missile Launcher	Behind brick wall at bottom
Chozo Ruins	Ruined Gallery	Morph Ball Bomb	Inside small tunnel near bottom
Chozo Ruins	Vault	Morph Ball Bomb	Unlock cage in center (Double Bomb Jump required)
Chozo Ruins	Ruined Fountain	Spider Ball	Drop into fountain to be shot up to magnetic rail

Missile Expansions cond.

✓ World	Room	Requires	Comments
Chozo Ruins	Training Chamber Access	Morph Ball and Grapple Beam	Look for hidden tunnel behind large plant
Chozo Ruins	Gathering Hall	Space Jump Boots and Morph Ball Bomb	Look for alcove above door at top
Chozo Ruins	Watery Hall Access	Missile Launcher	Behind brick wall at bottom
Chozo Ruins	Watery Hall	Gravity Suit and Space Jump Boots	In underwater alcove
Chozo Ruins	Dynamo	Morph Ball Bomb, and Charge Beam	Through tunnel from Watery Hall—shoot metal grate with Charge Beam
Chozo Ruins	Dynamo	Morph Ball Bomb, Space Jump Boots, and Spider Ball	Through tunnel from Watery Hall—use magnetic rail
Chozo Ruins	Burn Dome	Morph Ball and Morph Ball Bomb	Small tunnel in back of room after boss
Chozo Ruins	Furnace	Spider Ball, Power Bomb, and Speed Ball	Destroy portion of floor, use half pipe to reach magnetic rails
Chozo Ruins	Crossway	Super Missile, Boost Ball, and Spider Ball	Blast wall decoration, use half pipe to reach Morph Ball slots
Magmoor Caverns	Triclops Pit	X-ray Visor and Super Missile	Look for invisible platforms in the center and destroy pillar at end
Magmoor Caverns	Storage Cavern	Morph Ball	Through Morph Ball tunnel in Triclops Pit
Magmoor Caverns	Fiery Shores	Morph Ball Bomb	Ride rail over lava
Phendrana Drifts	Phendrana Shorelines	Plasma Beam	Trapped in a pillar near the Save Station
Phendrana Drifts	Phendrana Shorelines	Space Jump Boots, Super Missile, Morph Ball Bomb, and Spider Ball	Destroy metal adornment on temple, climb tower
Phendrana Drifts	Ice Ruins East	Spider Ball	Look for magnetic rail on top of building
Phendrana Drifts	Ice Ruins East	Plasma Beam	Melt ice on side of building
Phendrana Drifts	Research Lab Hydra	Super Missile	Blast column
Phendrana Drifts	Research Lab Aether	Space Jump Boots and Morph Ball	Slender ledge over stairs
Phendrana Drifts	Quarantine Monitor	Grapple Beam	Cross Quarantine Cave with Grapple Beam
Phendrana Drifts	Frost Cave	Grapple Beam and Missile Launcher	Use Grapple Beam to ledge with crates, shoot down top stalactite, item in water
Phendrana Drifts	Gravity Chamber	Plasma Beam and Grapple Beam	Melt ice at cave's top to reveal Grapple Point
Phazon Mines	Main Quarry	Spider Ball, Thermal Visor, and Wave Beam	Look for power conduit near crane, adjust crane and use magnetic rail
Phazon Mines	Security Access A	Power Bomb	Destroy metal cage in corner
Phazon Mines	Elite Control Access	Space Jump Boots and Morph Ball	Destroy explosive crate near vent over room
Phazon Mines	Metroid Quarantine A	X-ray Visor, Spider Ball, and Space Jump Boots	Destroy walls near magnetic rail, follow path to item
Phazon Mines	Fungal Hall Access	Phazon Suit	Look under mushroom at bottom
Phazon Mines	Fungal Hall	Power Bomb	Look for mushroom ring below door, use Power Bomb
Phazon Mines	Metroid Quarantine B	Super Missile	Blast column
Phazon Mines	Phazon Processing Center	X-ray Visor, Space Jump Boots, and Power Bomb	Look for invisible platforms in center of room, item trapped in wall near top platform
Phazon Mines	Elite Research	Boost Ball	Use the industrial grade Pulse Beam



Energy Tanks

World	Room	Requires	Comments
Tallon Overworld	Cargo Freight Lift to Deck Gamma	Charge Beam and Gravity Suit	Blast door of broken lift
Tallon Overworld	Hydro Access Tunnel	Morph Ball Bomb and Gravity Suit	Double Bomb Jump to top of tunnel
Chozo Ruins	Transport Access North	Missile Launcher	Pick up after boss in Hive Totem
Chozo Ruins	Main Plaza	Morph Ball	Access via Plaza Access tunnel
Chozo Ruins	Training Chamber	Speed Ball, Spider Ball, and Morph Ball Bomb	Use half pipe to reach Morph Ball slot on right, use lift
Chozo Ruins	Furnace	Morph Ball	Solve Morph Ball slot puzzle in Energy Core to gain access
Chozo Ruins	Hall of the Elders	Morph Ball and Ice Beam	Use Ice Beam slot and Chozo statue
Magmoor Caverns	Transport Tunnel A	Morph Ball Bomb	Double bomb jump to top of tunnel
Magmoor Caverns	Magmoor Workstation	Thermal Visor, Wave Beam, and Morph Ball	Restore power to machinery, solve tunnel maze
Phendrana Drifts	Ruined Courtyard	Morph Ball Bomb	Raise water and drop into yellow Morph Ball tunnel on opposite side
Phendrana Drifts	Research Lab Rether	Missile Launcher	Item in containment vat
Phendrana Drifts	Transport Access	Plasma Beam	Melt ice to reach item
Phazon Mines	Ventilation Shaft	Power Bomb	Destroy ground near fan to reach fan controls
Phazon Mines	Processing Center Access	Phazon Suit	Pick up after Omega Pirate battle

Power Bomb Expansions

World	Room	Requires	Comments
Chozo Ruins	Magma Pool	Grapple Beam and Power Bomb	Destroy back wall
Magmoor Caverns	Warrior Shrine	Space Jump Boots, Boost Ball, and Power Bomb	Destroy metal plate in front of statue
Phendrana Drifts	Security Cave (off of Phendrana's Edge)	Grapple Beam and Morph Ball	Climb to top of Phendrana's Edge, use tunnel
Phendrana Drifts	Ice Ruins West	Plasma Beam	Melt ice on top of building

Metroid Prime Game Secrets

So now that you've beaten *Metroid Prime*, you're wondering if you've unlocked everything. Did you get the best possible ending? How do you unlock all of the Image Galleries? What's this about connecting *Metroid Fusion* for the Game Boy Advance to *Metroid Prime*? The answers to these questions and more are revealed here.

ENDINGS

There are three possible endings to *Metroid Prime*: Worst, Bad, and Best. What ending you see when you complete the game depends on the percentage of item pick-ups. Every item that you pick up throughout the game is counted toward the item percentage (except for Energy and ammo dropped by creatures or found in crates). Missing an item? Check out the previous chapter, "Upgrades and Log Book Entries," to look up what you're missing.

HARD MODE

Hard Mode is unlocked after you beat the game once. In Hard Mode, the enemies are tougher to damage, and you are more vulnerable to attacks and damage from harmful substances.

IMAGE GALLERY

You can unlock up to four Image Galleries in *Metroid Prime*. Each is unlocked upon completion of a certain percentage of the game. One Image Gallery is opened for completing each of the following requirements.

- 50 percent of scans (Log Book entries)
- 100 percent of scans (Log Book entries)
- 100 percent of pick-ups (all items except Energy and missile ammo dropped by enemies or crates)
- Beating Hard Mode

To access the Image Galleries, you must exit the game and go to the Loading screen.

CONNECTING METROID FUSION FOR THE GAME BOY ADVANCE

If you also have *Metroid Fusion* for the Game Boy Advance, you're in for a real treat. After completing at least one of the two games, all you need is a Game Link Cable to link your Game Boy Advance to your GameCube.

NES Metroid



Once you complete *Metroid Fusion* on the Game Boy Advance, go to the load screen in *Metroid Prime* and select "Metroid Fusion Connection Bonuses." From there, just follow the onscreen directions and you'll soon be reliving video game history. NES *Metroid* can now be played on your GameCube.



Metroid Fusion Suit

Once you complete *Metroid Prime* and connect *Metroid Fusion* to your GameCube via the Game Link Cable, you will unlock the *Metroid Fusion* Suit for *Metroid Prime*. Follow the onscreen directions from the *Metroid Prime* Loading screen to connect the Game Boy Advance to your GameCube. Once it's all loaded, you can choose the suit that Samus wears in *Metroid Fusion*!

Item Pick-Ups

Ending

0-74%

Worst ending

74-99%

Bad ending

100%

Best ending

NOTE

Some creatures can appear only once or twice in the game. This is especially true for bosses. If you miss your chance to scan them, you're out of luck. There is also one Pirate Data entry in the Space Pirate Frigate that you cannot return to once you leave the Frigate. Scan everything, all the time.

